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THE CITADEL[®] JOURNAL[™]

ISSUE **17**

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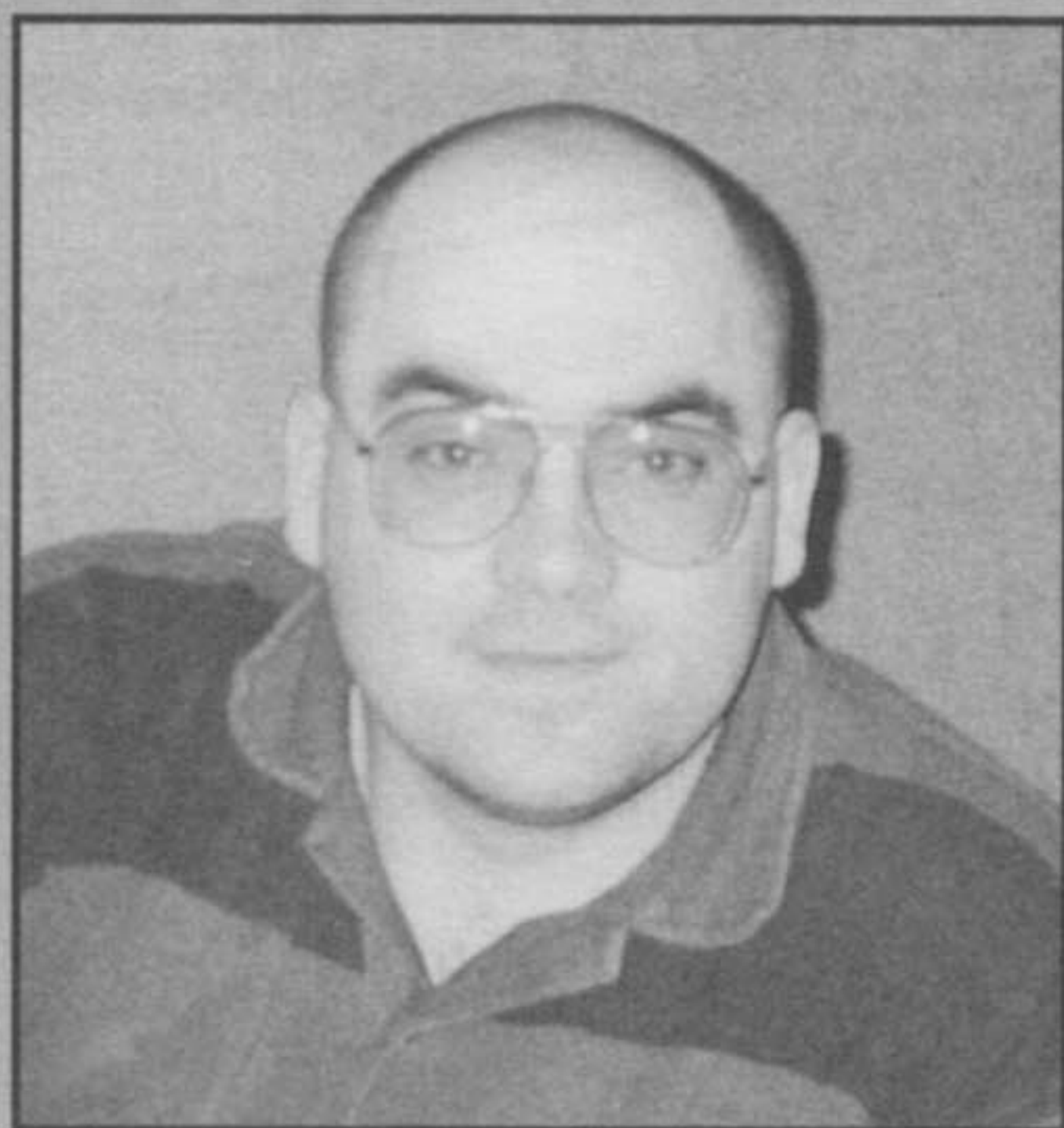
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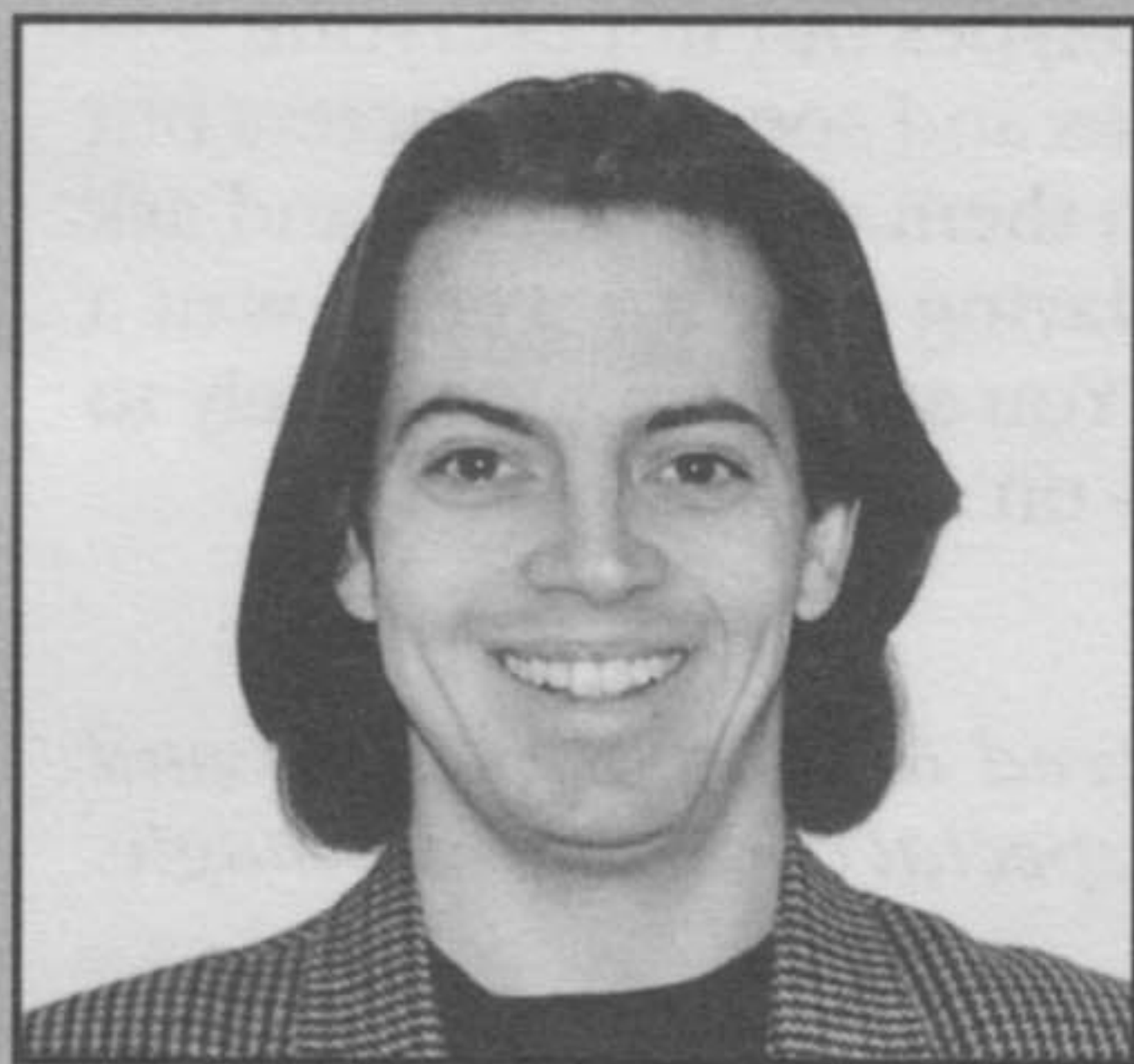
This sturdy flying base is just one example of what you can do to display the remarkable Thunderhawk Gunship which, if you're interested, is now on sale - see page 42-43 for more details



Foul Pestilaan, Favoured of Nurgle, faces off against a Harlequin troupe supported by a Harlequin Dreadnought and Benathi



PAUL SAWYER
'DA 'EAD-ITTER'



ALEX SCOTT



GAVIN TYLER

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THE CITADEL

JOURNALTM

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BLAH! BLAH! BLAH! BLAH! BLAH! BLAH!

Hello, I'm Paul Sawyer and I drink Blackcurrant Tango...



Well, it was nice to see so many of you at Games Day this year. Putting faces to names was certainly an interesting (and in some cases, frightening) experience!

It was really great to receive so many diverse articles from you on the day. However, there is one area that seems to be misinterpreted judging from the articles that were handed to me on the day - the content of submissions. We get quite a few army lists that are missing background and history and let's face it anyone can write a list of stats for a number of troop types but not everyone can invent and write a full history of the army concerned. We receive a lot of new troop types and special characters but there is no hint of how to make the model! When we receive such articles we simply return them to the author and ask for the missing details. If you're thinking of sending in that fantastic idea you have been slaving over for weeks, wait a minute and think to yourself "Have I included everything that is needed for publication?". You are much more likely to see your article in print if we receive it as a finished article. Right, that's enough moaning - on with this issue!

Amongst the wide variety of contents that make this issue, three stand out in particular:

- We have amalgamated several of your articles into one 'Harlequin Special' - we intend to do more of this and 'theme' each issue. For instance, in the near future we aim to bring you a Wood Elves special covering new magic, characters, scenarios and even using Wood Elves in Warhammer Quest!
- We have the first in a 'looser' type of article by Nigel Atkinson who describes his experience of this year's Grand Tournament. We really do like this kind of discursive article by gamers who have something they want to share with and discuss with the gaming world at large - more of these please!
- The release of the 40k scale Thunderhawk Gunship boxed set! This is a colossal kit suitable for beginners only and is specifically aimed at modellers. On sale for £400 (40,000 pence!) we expect only the most hardened modelling nut to purchase one of these. See the advert later on in this issue for details.

So, there you have it for another month and we have already begun work on issue 18 which looks like being one of the best yet (I would say that though, wouldn't I?). Now all I have to do is try to blag one of those Thunderhawk boxed sets for myself...

Paul

VACANCY

SUB EDITOR (THE CITADEL JOURNAL)

Splendid news for those of you who like to think you know everything about our games and miniatures - the Citadel Journal is looking for a sub-editor to help put the publication together! Based at our head office site in Eastwood you will be working as part of a small team and be responsible for the creative content of this rapidly expanding aspect of the Games Workshop hobby.

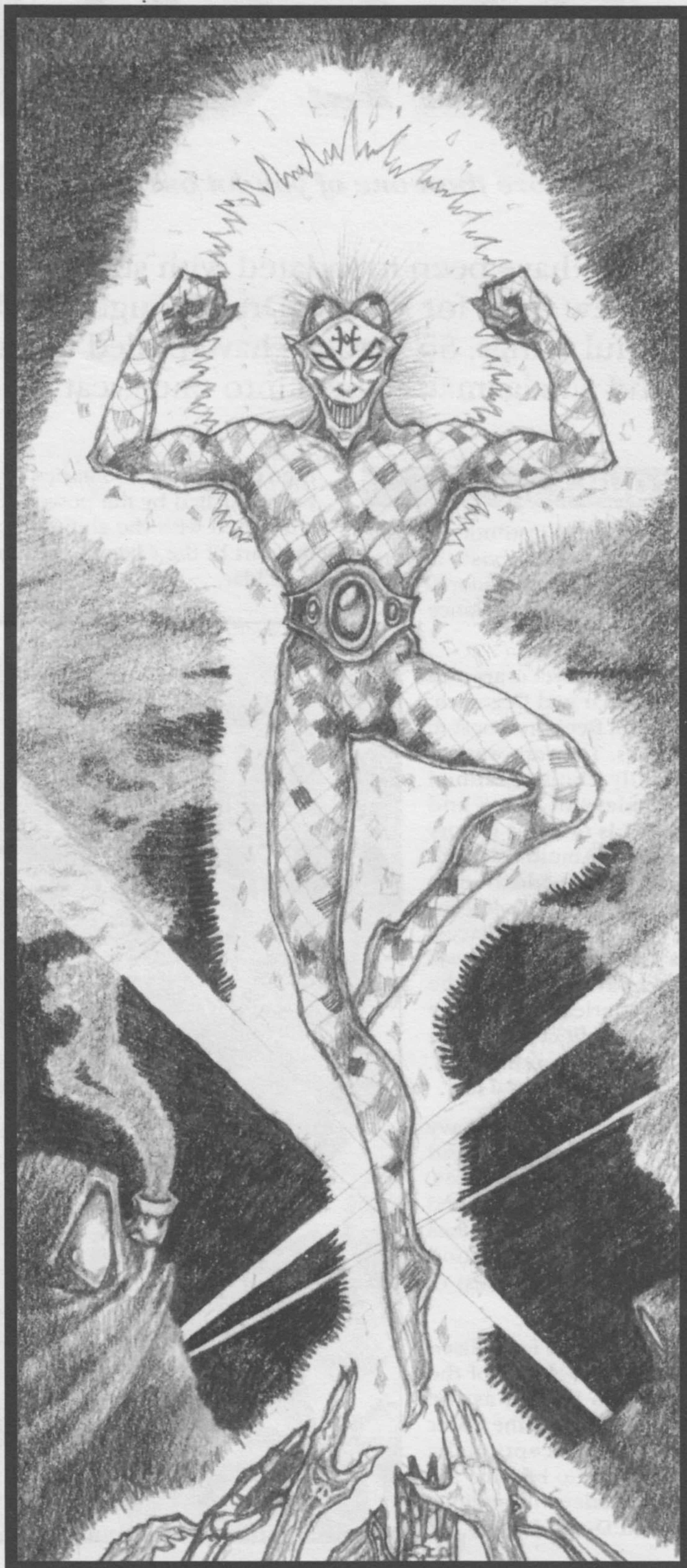
The ideal applicant for this exciting new position would be 18+ with an excellent standard of written English ('A' level or higher), have a grasp of repro/printing techniques, show a phenomenal understanding of our games systems (and have a beautiful 21 year old sister with a penchant for fat, bald editors don't tell the wife though!). As this is unlikely to draw much of a response we would like to hear from Games Workshop enthusiasts who would like nothing more than to immerse themselves further into the best hobby in the world.

By far the most important qualification for this job is an understanding of, and a love for, our games and miniatures. It is not enough to know the difference between Orc and Ork, you need to know the most intricate details of our games systems' mechanics. This is an excellent career opportunity which, for the right person, has great prospects for progression to our design studio.

So, if you think you have what it takes (and I know that there are a lot of you with something to say) then get in touch now! Please do NOT send in copies of your work, instead write for an application form to:

Janet Kilbourne, Games Workshop Ltd, Chewton Street, Hilltop, Eastwood, Nottingham NG16 3HY

HARLEQUIN





HARLEQUIN

by more than one of you lot out there

Over the last year we have been inundated with submissions concerning Harlequins, with new rules for Mimes, Dreadnoughts and all manner of weird and wonderful things. So here we have pulled together all the best bits and amalgamated them into one great article!

HARLEQUINS

Harlequins are a uniquely Eldar social institution, a caste of warriors and entertainers who exist beyond conventional Elder Society. While not considered to be amongst The Outcasts, Harlequins owe allegiance to no Craftworld or Exodite planet.

Harlequins see no distinction between art and war. Followers of the strange Eldar god Cegorach, The Great Harlequin, they travel freely amongst te Eldar Craftworlds and colonies. They are warrior troubadours whose carefully choreographed dances and impressive displays of mime and acrobatics tell the many legends of Eldar history and mythology. They wear exotic, multi-coloured costumes, brightly patterned and adorned to represent figures from the Eldar mythologies. They are said never to reveal their true faces, concealing them behind a shifting costume mask which can assume any form at the will of the Harlequin wearing it. When Harlequins fight in battle their masks are said to reflect the worst nightmares of all those who gaze upon them, causing their foes to quail with supernatural fear.

In battle, Harlequins shun armour and heavy weaponry, relying on their speed, stealth, and acrobatic skill to get them into close combat, where they easily outclass most foes. Their speed and agility is almost beyond belief, and many foes have been cut down even as they stood dumfounded by the suddenness and swiftness of the Harlequin attack.

Every Harlequin troupe consists of a formalised group of costumed players. The majority of the troupe is made up of warriors known as the Chorus, who are adept at playing any of the lesser roles in the Harlequin dances. Exceptionally talented and gifted individuals rise to become the much feared Great Harlequin leaders, mysterious Shadow Seers, heavily-armed Death Jesters, or

even the reclusive Solitaries - those Harlequins who have been touched by the power of the Great Harlequin god and gifted with the ability to comprehend and perform the part of the Chaos God Slaanesh, the great enemy of the Eldar.



MASTER MIMES

By Jim Gibbon and Hudziak Yannic

Of all the mysterious warriors of the Eldar, none are more enigmatic than the warrior-troubadours known as Harlequins. Famed for their acrobatics and their deadly skill in battle, Harlequins are masters of speed and close quarter combat. Even amongst the Harlequins, none strike with the stealth and surprise of the Master Mimes.

Amongst the ranks of Harlequin troupers, there are those known as Mimes who specialise in communication through movement and gesture only. In performance, they often use these skills to portray mystical and daemonic roles. Even in everyday life, Mimes speak little, communicating among themselves using their elaborate system of hand signals and body language called *lambruith*. In battle, the Mimes' skills do little to differentiate them from the Chorus and other Harlequins in their squads.

It is customary for Mimes to go in advance of a Harlequin troupe to announce their arrival. Their ability to go

unnoticed until they wish to make their presence known is legendary; frequently, they simply appear upon a Craftworld or Exodite planet, with no clue as to when or how they arrived.

Those Mimes who display exceptional skill and stealth may eventually become Master Mimes. They have honed their abilities to such a

level that they are able to play the most prominent and demanding roles during the performance, as well as act as spy, saboteur, and assassin. There are well documented incidents of Imperial commanders suddenly finding a Harlequin calling card, usually a mask, within secure and well guarded command centres - a good example of the tactics used by Master Mimes to undermine enemy morale. The information gathered by Master Mimes has proved invaluable by countless Eldar forces, and their ability to appear from nowhere, in supposedly secure areas, has turned the tide of many battle. In a galaxy fraught with peril for the fragile Eldar civilisation, the advice of a Master Mime on matters of espionage, infiltration and politics is invariably highly regarded by Great Harlequins and Craftworld seers alike.



0-1 Master Mime125 points

Your army may include one Master Mime in your army. You must have at least one Harlequin squad to include a Master Mime.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Master Mime	6	7	7	4	4	3	9	3	10

WEAPONS ARMOUR WARGEAR

None

Holo-suit.

A Master Mime may have up to 3 wargear cards. A Master Mime may be given equipment chosen from the Armour, Assault Weapons, and Grenades sections of the Wargear list on page 71 of *Codex Eldar*.

SPECIAL RULES

Harlequin: The Master Mime causes *fear* and can "Flip Out" of close combat as described for Harlequins on page 28 of *Codex Eldar*. He is not affected by the *Dispersed Formation* rule because he is a character, but if he fights with a Harlequin squad the rule also applies to him.

Infiltration: Harlequin Master Mimes can penetrate undetected far into enemy territory to gather information and sabotage operations. In battle, they often appear from nowhere, catching troops by surprise by attacking from an unexpected quarter. As such, they use the rules for *Infiltration* as described on page 11 of the *Warhammer 40,000* rulebook.



Once, before the count of time, before the ending of what was.
 Once, before the great divide, we lived in homes of wood.
 Once, when all were one, we hunted and ploughed with tools of stone. But
 The Laughing god, whose name may now never be spoken, even in a whisper,
 he took pity upon his people,
 because he loved them
 and he taught them
 the song of building and,
 the dance of the Wraithbone. But,
 Khaine, the bloody handed, discovered what had occurred
 Khaine, with battle lust, attacked the laughing god
 Khaine, of the flashing eyes, tore heaven, hearth and seam. but
 The Laughing God, whose name may now never be spoken, even in a whisper,
 he danced and he dove,
 because he was ashamed
 and Khaine in his rage:
 threatened the home of the gods,
 and the vault of the heavens. So
 Asuryan, who is king, communed with fate,
 Asuryan, whose word is law, declared his will,
 Asuryan, who rules from a belly, enforced a peace. But
 The Laughing God, whose name may now never be spoken, even in a whisper,
 he did not trust Khaine,
 because Khaine's nature is cruel.
 So the laughing god, in his wisdom
 sang a song of creation,
 and danced a dance of soul binding. So
 Endobai, eagle of heaven, was created,
 Endobai, who never sleeps, and sees forever,
 Endobai, who guards his master while he sleeps. And
 The Laughing God, whose name may now never be spoken, even in a whisper,
 he loved his creation, because they were as one
 Together they hunted,
 and they ran and
 all heaven was at peace,
 except Khaine, who waited. Until
 Slaanesh, consuming heaven, devoured all the living gods,
 Slaanesh, who is Chaos, scattered Khaine,
 Slaanesh, who is (but is not), stood to conquer all. But
 The Laughing God, whose name may now never be spoken, even in a whisper,
 he challenged the beast,
 and they fought for a thousand years.
 and Endobai pecked and clawed, while
 the Laughing God's spear danced, and
 Slaanesh screamed and wailed. Until, exhausted,
 The Laughing God, was bested and
 Slaanesh bent to consume him.
 Khaine, in a thousand parts, wailed for all was lost. But
 Endobai, eagle of heaven, stepped between and was consumed.
 The Laughing God, escaped to the web that is eternal, and
 Slaanesh was thwarted.
 Khaine, in a thousand parts, smiled for all was not lost, and
 Endobai, who sees forever, pecks at the gizzard of Slaanesh for eternity,
 and
 The Laughing God, lives forever

"Excerpt from The Epic Cycle 'The dance of the Battle for Heaven'"

BENATHAI

By Jim Gibbon

When the Harlequin dance into battle their Shadow Seers are often accompanied by familiars, the Benathai. Barely half the size of a man, Benathai can slink into battle seeking out the enemy or, using their powerful lasers, can penetrate even the thickest of armour.

THE EYES OF THE SHADOW SEER

Borne of the Eldar Bonesingers, the Benathai resemble miniature war walkers with stylised eagle's heads. As a familiar nears maturity, it is merged with a Harlequin Shadow Seer by psychic bond that puts the two in constant mental communication. This communication allows the Shadow Seer use of any of his familiar's senses and to control the familiar within 12 inches.

Benathai eyes are attuned to all ranges of the spectrum. the eyes of a Benathai can also sense psychic activity including hive mind communication. Because of this no creature can remain hidden within six inches of a Benathai and the hiding creature is automatically



When the Harlequin create their Familiars they mould them in stylised eagle form in honour of Endobai, the Eagle of Heaven. Endobai was then creation, guardian and eternal companion of the Laughing God before the fall.

During the battle for heaven, after all of the other gods had fallen, the Laughing God and Endobai alone faced Slaanesh. after An eternity of twisting, thrusting and parrying the Laughing God stumbled and lay undefended. Endobai stepped between the two combatants and into the mouth of Slaanesh, allowing the Laughing God to escape to the webway.

This is cause for great joy amongst the Harlequin because, not only do all Eldar owe their continued existence to Endobai, but they know he pecks at the gizzard of Slaanesh for all eternity.

spotted by a Benathai's Shadow Seer. A Photon or Blind grenade will affect a Benathai's Spotting ability but will not effect their normal eyesight.

PSYCHOLOGY

Benathai have no leadership, do not roll for psychology and are completely under the control of their Shadow Seer. Should a Benathai be separated, by more than 12 inches, from its master it will spend its full movement phase running in a direct line toward him. They will always skirt friends, enemies and terrain but will proceed to within 12 inches of their master at full speed.

Should a Shadow Seer be broken the Benathai, as a broken troop, will stand, immobile, guarding the Shadow Seer's body and will shoot at the nearest enemy. Should an enemy approach to within one inch the Benathai will engage them in hand-to-hand combat. Note that a Benathai defending its Shadow Seer's body will not break and will defend to the death.

SPECIAL RULES

A familiar has no wounds. To damage a familiar any incoming attack must penetrate its armour value of 10. One such successful attack will destroy a familiar.

In hand to hand combat the Benathai dances and dodges, using its duel lasers to attack.

HARLEQUIN

All creatures greater than 1 metre in height have a -1 modifier to their WS when they fight a Benathai in hand to hand combat.

Benathai may use the "Look out Sir, Aargh!" strategy card, to save their Shadow Seer, up to a range of six inches.



BENATHAI LASER

All Benathai have a standard issue Holofield and targeter. The Benathai are armed with dual lasers, both of which may be fired in the normal shooting phase. The lasers may be fired at separate targets or may be combined into a single shot.

When the Benathai lasers are fired separately, roll two dice, each hitting or missing, and treat each successful roll as a strength 6 hit with an armour penetration of 6+D6.

To fire both lasers as a single shot announce that the shots are being combined then roll both dice. If both rolls are hits treat the successful attack as a strength 8 hit with an armour penetration of 8+2D6. A combined shot is completely ineffectual if either of the hit rolls are unsuccessful.

If there has been a successful dual shot, roll the armour penetration roll of 8+2D6. Should either of the armour penetration dice be a six you should add six as normal and then roll the die again adding the roll to the total. Like the Harlequin's Kiss a six is added to the total, re-rolled and continues to be added as another six until a number other than a six is rolled at which time the final roll is added and the total is reached.

If both of the original rolls are sixes only one of the dice may be rolled again and the other counts only as a six.

BENATHAI

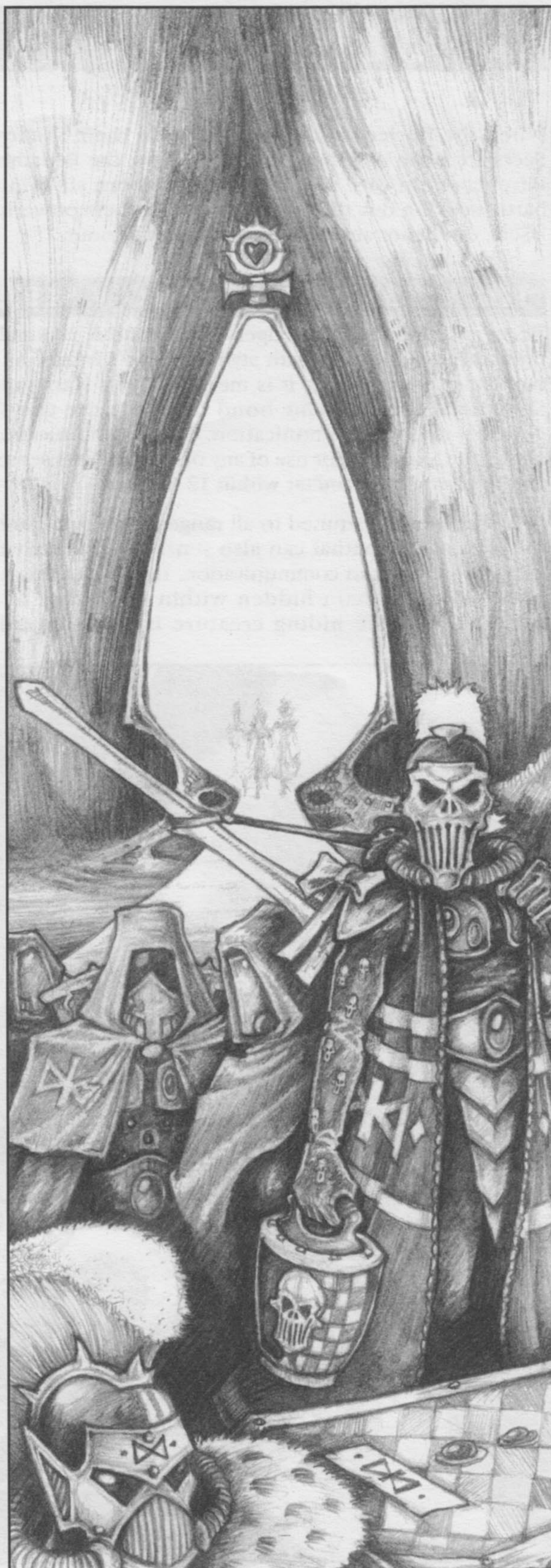
BENATHAI50 points

Harlequin Shadow Seers only may purchase up to one familiar per psychic level. All points are taken from troop totals and all Benathai are treated as squads ranging in size from one to four.

Troop Type	M	WS	BS	S	AV	W	I	A	Ld
Benathai	6	4	4	-	10	-	7	2	-

BENATHAI'S LASER

SHORT RANGE	LONG RANGE	TO HIT SHORT	TO HIT LONG	STR	DAM	SAVE MOD	ARMOUR PEN
0-12	12-48	+1	-1	6	1	-2	6+D6
				8	D3	-4	8+2D6(+)



HARLEQUIN SHADOW SEERS

By David Donachie and Jim Gibbon

The Shadow Seers of the Harlequin Masques are amongst the most powerful Psykers of their race. Where the Farseers of the Craftworlds guard themselves about with Runes and Spirit Stones the Shadow Seers rely on the power of their patron, Cergorach the Laughing God, to employ in battle.



SHADOW SEERS

Shadow Seers are the psykers of the Harlequin troupes that travel the Webway in the name of the Laughing God, maintaining the tales and traditions of the Eldar race in their songs and dances. Alone of all the Eldar they do not follow Khaine, the Shattered God, but instead are protected by the power of Cergorach, the Laughing God, who lives in the Webway where he can stay hidden from the power of Slaanesh.

The Shadow Seers of the Harlequins do not depend on the Runes and rituals of the Craftworld Seers, instead they draw powers directly from their God, taking whatever he gives. Sometimes this means that they receive powers ideal for whatever task they must undertake, and that sometimes the God plays tricks on them and they receive something less useful, whatever the outcome they must make do with what they have been given, thus Shadow Seers are adept at manipulating their powers and are subtle, powerful psykers.

THE MAKING OF A SEER

Since the Eldar are a psychic race many amongst the Harlequins have some level of psychic power, though few can use it in battle. Those that can are trained by the Shadow Seer or Seers of their troupe, and are known as Acolytes. Acolytes fight along with the rest of troupe, combining their psychic powers with their weaponry to make a deadly combination on the battlefield.

Once the Acolyte reaches a certain level of mastery, however, the Shadow Seer takes him or her away from the troop. They travel deep into the Webway, to a hidden place known only as The Shadow Keep. Some say that the Shadow Keep is the same as the Black Library, others that it is the mystic heart of the Webway where the Laughing God lives, while still others swear that the Shadow Keep is none other than the original Eldar home world. Whatever the case it remains speculation, for the Shadow Seers will not speak of it to anyone.

In the Shadow Keep the Acolyte is subjected to hard and brutal tests of sanity and willpower. Those who pass emerge from the Keep as a full Shadow Seer, vastly increased in power, those who fail are never seen again. Perhaps they serve the Laughing God in his sanctum, perhaps they simply die, their fate is unknown.

SEERS IN THE GAME

These rules modify the Shadow Seer sections given in *Codex: Eldar*. In those rules all Seers are Mastery level 4 and draw on the normal Eldar power cards. These rules distinguish between Acolytes, of Mastery 1 or 2, and Shadow Seers of level 4, all of which use a new special deck of Harlequin psychic powers which can be found on the covers of this issue.

Of these powers four are available to both Acolytes and Seers, while two are available to Seers only, just in the same way that three of the standard Eldar powers are only available to Farseers.

As well as using a new deck of powers Acolytes and Shadow Seers are dealt powers slightly differently than other psykers. Because their powers come powers come directly from their God they have no choice in exactly which powers they receive, sometimes they will have a good combination, and sometimes a poor one, either way they must use what they have. When powers are dealt out Acolytes and Shadow Seers may not reject a power and draw another, they must take exactly those powers that they are first dealt.



HARLEQUIN ARMY LIST

These entries replace the Shadow Seer entry in the Harlequins section of *Codex: Eldar*. Shadow Seers and Acolytes are Harlequin characters as normal, they may move from squad to squad or fight independently.

0+ Shadow Seers193 points

Your Army may include any number of Shadow Seer characters up to the number of Harlequin Squads in your army. You must have at least one Harlequin squad to include a single Shadow Seer. A Shadow Seer is a psyker with a mastery level of 4, and uses the Harlequin Powers deck (see below).

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Shadow Seer	6	7	7	4	5	4	9	3	10

WEAPONS

None

ARMOUR

Holo-suit

WARGEAR

A Shadow Seer may have up to 3 wargear cards. A Shadow Seer may be given equipment chosen from the Armour, Assault Weapons, and Grenades sections of the Wargear list on page 71 of *Codex Eldar*. A Shadow Seer may be given a Pack Grenade launcher with Frag and Krak grenades at a cost of 10 points. You may include Blind grenades at an additional cost of 2 points, and/or Hallucinogen at a cost of 2 points.

0+ Acolytes76 points

Acolyte Champion 120 points

Your army may include any number of Acolyte Seers, up to half the number of Harlequin Squads in your army. (You may always include at least one if there is only one Harlequin Squad in the army). To include any Acolytes you must also include at least one Shadow Seer. Acolytes are psykers with a mastery of 1 for Acolytes and 2 for Acolyte Champions, and use the Harlequin Powers deck (see below). There are no mastery 3 Acolytes, they have been taken to the Shadow Keep.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Acolyte	6	5	5	3	4	1	8	1	10
Champion	6	6	6	4	4	2	8	1	10

WEAPONS

None

ARMOUR

Holo-suit

WARGEAR

An Acolyte may have up to 3 wargear cards. An Acolyte may be given equipment chosen from the Armour, Assault Weapons, and Grenades sections of the Wargear list on page 71 of *Codex Eldar*.

An Acolyte may be given a Pack Grenade launcher with Frag and Krak grenades at a cost of 10 points. You may include Blind grenades at an additional cost of 2 points, and/or Hallucinogen at a cost of 2 points.

HARLEQUIN PSYCHIC POWERS

Shadow Seers and Acolytes make use of a completely different deck of psychic powers from normal Eldar Warlocks and Farseers, representing the different fighting style and philosophy of these warrior-dancers.

These powers rely on enhancing the stealth and fighting prowess of the Harlequin warriors, or on delaying or avoiding the enemy. The powers of the Trickster God are subtle and deceiving, forcing the enemy to work against himself and waste his force. With these powers a squad may seem to vanish even in plain view, or what might appear to be a simple trooper might turn out to be a deadly dreadnought on closer inspection! These powers work in conjunction with the many-coloured Holo-suits (Eldar: *Dathedi*), that the Harlequin warriors wear. Just as the Dathedi can make a warrior appear to merge with the rubble behind him, or splinter into a shower of coloured light, so the powers of the Shadow Seers confuse and delude their enemies.





BLOOD BOWL[®]

★ FOREST FOLK ★

By Matthew Brown

"Hi there, sports fans! Matt 'Madd-on' Manes here, bringing you the latest news from the Blood Bowl locker rooms! That's right, tonight's exclusive is the chance to field a team of Forest Folk in your games of Blood Bowl. Apart from additional rules highlighted here, they follow the normal rules from Blood bowl and Deathzone"

"Well that's just great Matt, tell us more..."



MISTS OF ANTIQUITY

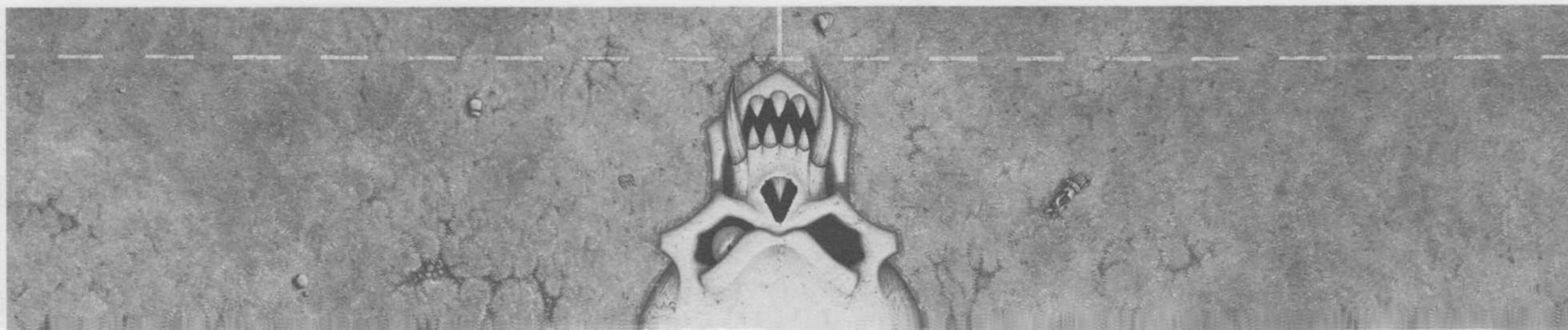
There are realms in the forests of the Old World to which even the most learned Wood Elf Mages are oblivious. For these places are not only protected by ancient magics but are an essential part of that magic. These are the realms of Faery - beautiful glades, clear streams and sylvan woodland. A place where thoughts and actions are synonymous. But the denizens of these realms had almost completely shut out the external world - almost.

That was before Blood Bowl. The mischievous Pixies were the first to see, and the word spread through the forests like, well, like a forest fire. The excitement in the noncorporeal universe was simply inaudible. So much so that even the 'real forests' were drowned out by this insubstantial clamour. You'd probably have to be ethereal (or a tree!) to appreciate such a sound.

Match day arrived. The Bright Crusaders were due to play Da Deff Skwadd, but for some unknown reason Da Skwadd mysteriously failed to turn up for the game. They were last seen taking a shortcut through a small eerie forest. However, the game would go on...

Da Skwadd fans were becoming restless, could they smell treachery? No, it was just the McMurty Burgers. Either way, the fans wanted a match, or at least some other excuse for mindless violence in the 'safety of yer own stadium'. The Crusader fans began to mock the Orcs with sharp put-downs so the Orcs 'put down' some of the human fans sharply! Then, slowly, all went silent, confusing most of the rowdy assemblage as they were still hurling abuse (or whatever came to hand) at their fellow sports fans. Gradually everyone became aware of the thousands of glowing shapes forming amongst them. They were ...FAIRIES! and Sylphs and Dryads and Nymphs and - eh? - a rather stupid Troll (there's always one!).

The Orcs lost interest. It was apparent that Da Skwadd weren't going to show, probably called up for some 'speshul assyn-ament' by their tribal Shaman or something. The humans didn't look like putting up a





FOREST FOLK

good fight either. Why they were so fascinated by a stadium full of the most alluring females, clad in transparent handkerchiefs was beyond the Orcy mind - "Well, dey aren't even green!" (Actually some were, and some Orcs WERE fascinated)

The rather stupid Troll ate a McMurty Burger. Then he ate the vendor who was standing too close. He also ate a Faery, but she went straight though him (*right, you can stop that - Ed*).

The Orcs left the stadium in a huff¹, the crowd settled and the sound levels balanced out. The woodland folk had become solid and many Bright Crusader fans passed out as a direct result. All the waiting finally came to an end, the stadium doors swung open and in trooped a veritable horde of Satyrs closely flanked by a pocket of Gnomes, all dressed up in Blood Bowl gear. Yet something was missing. All eyes turned back to the stadium entrance (except those still glued to the sight of a semi-naked lovely) and sure enough four noble and mighty Centaurs galloped through, calling to the crowd

in their outlandish tongue. The fans erupted into whoops and cheers. Head Coach Grump, later to produce one of the greatest feats in Blood Bowl history, stood proudly admiring his team from the dugout.

The Ref blew his whistle, the ball was launched toward the skies and the game was on...

GNOMES

These Gnomes are the true Gnomes. In no way related to the Old World Gnomes who are, as the Forest Gnome puts it, "Dwarfs who can't hold their beer!" It is also a misconception that they spend all day fishing and wearing silly hats. They only do this when they venture into the 'real' world so as not to be noticed. Indeed, how many times have you strolled past a garden full of brightly clothed people wearing silly hats and not thought anymore of it? Even if they carry fishing rods where there is no water, or even when they're dropping their trousers!?! Its a strange magic that no-one but a Gnome can comprehend.

Forest Folk Teams

The creatures of the forest all love sport and running especially so. They also have an almost magical recovery rate, though they are not a particularly tough bunch. They prefer to stay out of physical trouble and keep the ball moving, couple this with a lack of passing ability and you have a flexible but hard hitting running game. Hit them before they hit you.

QTY	TITLE	COST	MA	ST	AG	AV	SKILLS	SKILL CATEGORY
0-4	GNOME	40,000	6	2	3	7	Dodge, Ride Stunty	AGILITY
0-4	CENTAUR	100,000	7	4	3	8	Surefeet	STRENGTH GENERAL
0-12	SATYR	60,000	6	3	3	7	Ability - Horns Ability - Regenerate	GENERAL

Re-rolls = 50,000 each

Wizard/Apothecary/Cheerleaders/Assistant Coaches = Same cost as for other teams.

buff¹ Due to the hapstance of there being a rather erudite scholar and inventor attending this match, the Orcs departure was to become the seed of a brand new form of transport, the buff-buff. A long platform with many wheels, pulled by a large troll². He later made another for the fans of the winning team. He called it a Chuff Chuff. (in the event of a draw you would go home in a Hoo-Ha)

Troll² Prior to this the Troll was the 'coach' of a Snotling side - He would carry them all on his back to their matches. Unfortunately, on one fateful night, he arrived late, passengerless and with a severe stomach ache!





FOREST FOLK

(However, every garden has its Gnome protector. Commonly known as the Gnome Guard! *(this is your last warning - Ed)*).

Forest Gnomes are very agile and have developed a play with the Centaurs in which they leap onto its back and gallop off for a TD! You've got to get past the Centaur first, these Gnomes Gnow what they're doing and are Gnot to be ignored.

SPECIAL RULES

Being about half the size of a normal Blood Bowl player does, unfortunately, have its disadvantages. Gnomes are just a bit too small to throw the ball well, and so must increase the range by one category when they make a pass. In addition, the little guys tend to break rather easily, which is represented by allowing the opposing coach to add +1 to the dice roll whenever he makes an injury roll for a Gnome player (including Gnome Star Players), this in addition to any other modifiers that might apply.

CENTAURS

With the upper torso of a man and the lower body of a wild horse, Centaurs have wisdom and insight combined with speed and strength. This combination is formidable in the least.

In their magical domain, the Centaurs delight in roaming far and wide across plains and

demonstrating their awesome power in jovial gatherings, where the drink flows as freely as their spirits. The Centaurs are the linchpin to the success of a Forest Folk team, and many agree, the best company in any post-match celebrations!

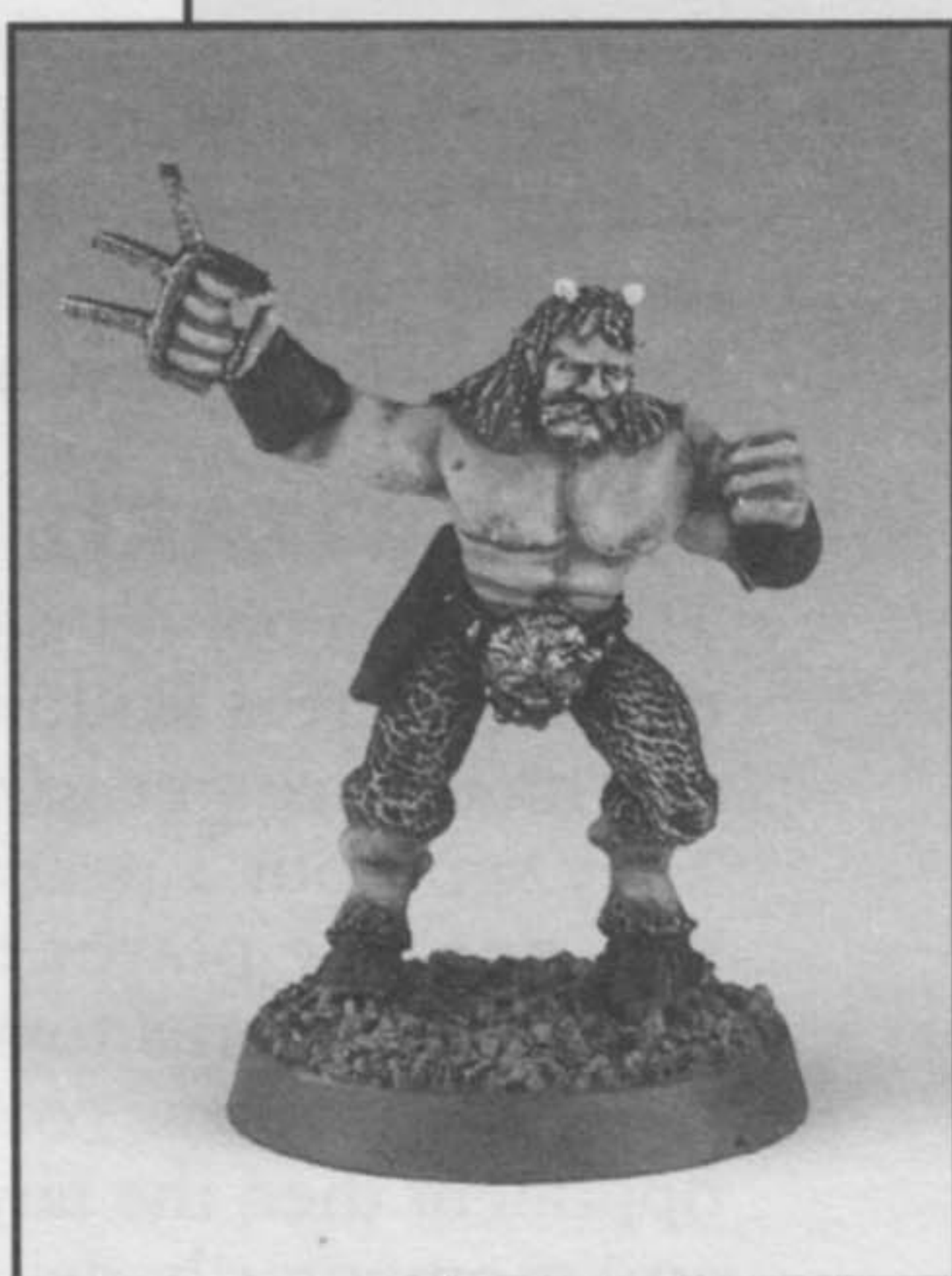
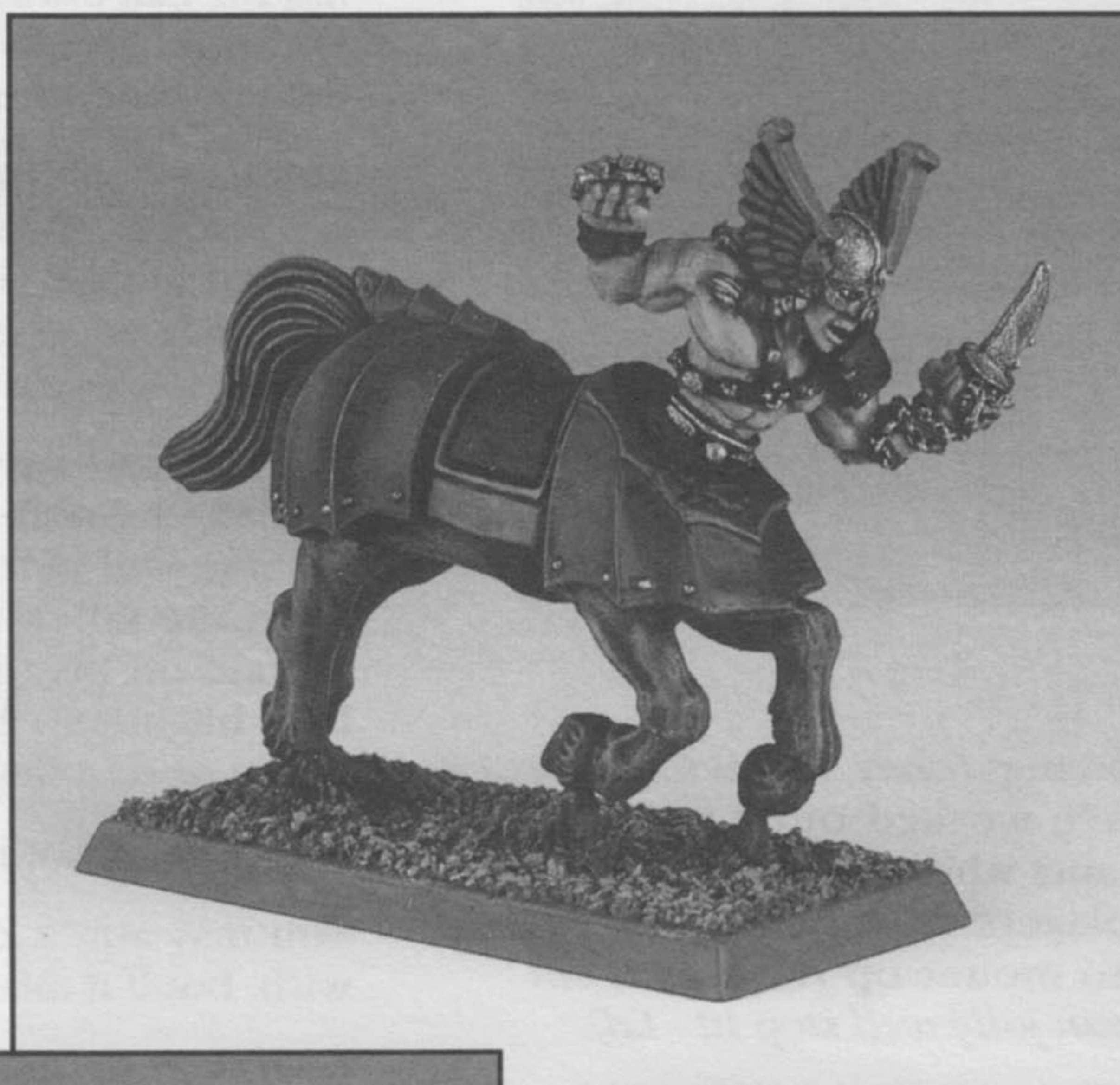
SATYRS

The Satyr, like the Centaur, is a combination of parts. With their small, sharp horns they have the legs of goats and the torsos of men. They are amorous creatures and spend nearly every moment trying to win over a Nymph's affections, much to the Nymph's entertainment. They play seductive pipes, display their prowess in athletic contests, but usually have to resort to a crafty chase. With the following a Blood Bowl team

acquires, it creates the ideal platform from which a Satyr can show his talents and hopefully claim that elusive prize. Obviously, with thousands of Nymphs watching, there is no shortage of Satyrs wishing to play.

STAR PLAYERS

As the Treemen are so closely linked to the woodland races, the coach of a Forest Folk team may hire



'Eavy Metal's Mark Jones kindly agreed to create the conversions for the Satyrs above and the Centaurs to the right - cheer, Mark!



FOREST FOLK



Treemen Star Players. Therefore Treemen will now play for Halfling, Wood Elf and Forest Folk teams.



RIDE SKILL

To overcome their shortcomings (*okay, I'll let that one go - Ed*) the Gnomes have worked out a cunning special play with the Centaurs which is represented by the Ride skill. The two players must be in adjacent squares for the Gnome to mount up (*I know what you're thinking and you can jolly well stop it! - Ed*).

It costs 3 squares of movement for the Gnome to climb on. You may use 'Go for it' squares to achieve this. If you fail these the Gnome will be left prone in his square. Roll for armour/injury and the team will suffer a turnover as per normal.

If moving onto the Centaur's square requires a dodge roll you must take it as though the Centaur's square was a normal empty square. But you will fall prone in your own square upon failure as above. A Gnome may not make a Block or be Blocked and has no Tackle Zone while on the Centaur. He may not lend assists or make a Foul either. He may Blitz or Foul only if he dismounts before striking. He may Pass, Catch and make Hand-offs as normal. You may also make Hand-offs between Centaur and rider if you wish. Treat this as a normal Hand-off, just remember who has the ball!

Instead of the Gnome climbing onto the Centaur, the Centaur may lift the Gnome onto his back. This costs 3 of the Centaur's movement plus a further point for every opposing Tackle Zone the Gnome is standing in. It's difficult to pull a Gnome from a lot of grasping hands! You may not lift a prone Gnome. Note also that the Gnome will not be making a dodge roll in this case, he is simply being hoisted out of danger. The Centaur may use 'Go for it' squares.

A Centaur is unaffected by a Gnome on his back and may take any actions available as normal. He still retains his Tackle Zone.

The ball carrier must have his feet on the ground in the Endzone to claim a TD. It does not count if the Gnome has the ball but is still riding on a Centaur's back in the Endzone. You must Hand-off to someone standing in the Endzone (the Centaur for example) or Dismount.

You may only Dismount into an empty square. It costs 3 points of movement to Dismount (the Centaur cannot lift the Gnome off). The Gnome will have to make any necessary Dodge rolls to leave the Centaur's square if it is in an opposing Tackle Zone.

The Centaur may be blocked as normal (even when carrying a Gnome). If he is knocked down, the riding Gnome will be thrown off. Scatter the Gnome once from the fallen Centaur's square. The Gnome will remain on his feet on a D6 roll of 4+ (they're agile little blighters). Any player the Gnome is thrown into, prone or standing, must be pushed back.

Each Centaur only has room for one Gnome.

You may aim a Zap spell at the riding Gnome if you wish, but if it misses it will also miss the Centaur.

A Fireball or similar explosion must be aimed at the Centaur rather than his riding companion, the Gnome will still be thrown off as a result of the Centaur falling over. All players must set up on their own feet before the kick-off, you may not start a drive mounted up.

TEAM WIZARD

The Forest Folk do not use ordinary wizards. Instead they will hire a skillful Satyr to play his pan pipes. At any time once per game the Satyr may play his pipes. They send out a peaceful, slumber-inducing melody. Pick any one player on the field and roll two dice, adding the scores together. Your opponent rolls one dice. If the Satyr rolls equal to or higher than his opponent then the target player succumbs to the spell and momentarily drifts off to sleep. Place the victim stunned (Apothecaries may not alter this). If the target





player was carrying the ball then it will scatter once from his square and the team will suffer a Turnover, otherwise the team may continue with its turn.

FANS

Fans of a Forest Folk team are alluring to say the least. To represent this if a 1 is rolled (before modification) by your opponent on the Fan Factor table you may add 1 to your own Fan Factor, the opposing fans are so enchanted that they follow the Forest Folk. This is in addition to any fans you acquire or lose when rolling on the Fan Factor table yourself.

NEW STAR PLAYER:
MAAT - CENTAUR LORD

Maat is the second Centaur to have come to the Old World. He is now the mightiest and wisest of them all. The original Centaur, the oldest Centaur, was unfortunately severely wounded. His injury was so deep even his miraculous healing powers could not save him. He resides with the Gods, amongst the stars, watching over his people.

MAAT - Centaur Lord				
MA	ST	AG	AV	SKILLS
7	5	3	9	Block, Break Tackle Sprint, Stand Firm Surefeet

COST = 180,000 TEAMS = Forest Folk

“By the way folks, interested in what Grump did? Well, sit still now and listen tight...”

‘The Most Impressive Single Play’ award is held by Head Coach Grump of the Forest Folk side. It started during a disastrous match against the Chaos All-Stars. The Folk were down 4-0 before half-time. They needed to re-think their strategy, which, up until now seemed to have been “get hit by everything and stay down”

Those team members still able to, took to the field again and immediately lost the ball. Coach Grump was totally incensed! He stormed up to the All-Stars Blitzzer (Folk officials quickly called a substitution), dropped him with a blinding display of force and, grabbing the ball, promptly ran towards the All-Stars Endzone. The problem was, he didn’t stop running - EVER! He shot right through the Endzone and off into the distance.

Exactly a year later, the Folk were playing host to the Reavers. The second half had only just begun when, from the depths of the Folk dugout burst none other than Coach Grump! His clothing was tattered, and he seemed

to be dragging a number of washing lines behind him. A large pair of pink, ladies bloomers covered most of his face (Ooer! - Ed) yet he still carried the match ball and hadn’t let up in pace one bit!

He hurtled across the pitch and tore through the Reaver’s Endzone, leaving everyone as stunned as a very stunned thing. When the dust settled, Coach Grump was nowhere to be seen.

This happened for the next six years. Coach Grump would appear, seemingly from nowhere, at exactly the same time, charge the length of the field and sprint off into the distance!

He had scored 8 TDs in one mad dash play! Inflicted 32 player fatalities, 101 fan fatalities, 2 Referee fatalities, made 2 interceptions and even completed a pass! After much wrangling, the RARG (Referees and Allied Ruleskeepers Guild) finally ruled his play good. Mainly due to the fact that he was a Forest Folk team member and was carrying an official match ball, even if it was a bit deflated.

Following these events not one team would play the Folk at their stadium on that day. So Grump’s play ends there. But it is still said that at a certain time on a certain day at a certain place Coach Grump can still be heard, running across the turf and off into the distance.

Maybe Grump will score again - somewhere...



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LAIR OF THE RAT

by Gary and Mark James

Gary James, who you may remember from Issue 15 of the Journal, and his brother Mark have really captured the gritty atmosphere of some of Necromunda's remotest regions with this superb scenario. The stakes are high but new danger lurks at ever corner...

The place was very special. No one had dared to defile this, the most holy of places, for many generations. The last group had been drawn by greed, greed for sacred Archeotech, greed for rare animal pelts and wildsnake. Now they were coming again. He could feel the fall of their clumsy feet and smell their fear. Of what were they afraid? Of the vermin, scuttling through this darkest of corners in the underhive. Heh! If its vermin they want, then vermin they will get. But these will be the vermin of their worst nightmares.

Laremeth took his staff and rapped it on the filth of the dusty floor. Three giant rats emerged from the surrounding infrastructure, their eyes reflecting an evil, but intelligent, glint despite the darkness. He petted them and fed each a titbit. "We shall be needing a little help my friends," he rasped. "Go now, seek Him out and bring Him to me. Tell Him to hurry, for they are almost upon us". The emissaries turned and disappeared silently into the darkness. It had been a long time since he had had occasion to summon Him, and though the circumstances were regrettable Laremeth couldn't help but look forward to seeing Him again. He was as close to family as he could hope to get.

The Beastmaster's fingers caressed the smooth, curved instrument stitched to the hem of his coat, and he reminisced. He had always had a way with animals. His parents had encouraged him initially, and when Laremeth discovered the Talking he had demonstrated with pride the exceptional control he could exert over his pets. His parents had been amused, then bemused, and then startled. This was too far from the Way to be good. He must stop it. The pets must go. It was for his own good, and they did it because they loved him, he knew that. But the Talking became stronger. It intruded into his everyday thoughts and he couldn't control it. He was drawing attention to himself, and worse, to his family. Eventually his family home had been besieged by mobs

demanding that he be handed over to the Guilders for examination. His father had known the consequences of allowing this action, and he had been smuggled out through the mob by a family friend. He knew he would never return.

In the Underhive people had been less startled by his powers, and he had learned to keep them to himself when he could. Three days later Spike had turned up. It had been easy for the creature to track his master into the Underhive. All undampened Wyrds left a psykic wake in their path - the very atmosphere



LAIR OF THE RAT



bristled with energy like iron filings standing on end when a magnet is brought near. Unlike magnetic force, Wyrd psykics fell into six poles - one for each of the primary powers. Beastmasters, having only a weak secondary power in addition to the Talking, produced a characteristic psykprint.

He had met an Elder, a fellow Wyrd, who had taught him to hone and sharpen his talent. But the most powerful of these remained the Talking. This was unfortunate, because even Underhivers shield away from the vermin and other creatures which were all that could pass as "pets in this Emperor - forsaken place. So Laremeth had pressed on deeper and deeper into the Underhive. with only creatures as companion the Talking became an asset rather than a liability.

That is where he discovered this holy place, and the secret that he must protect. It was a most ancient of places, undetected by ordinaries for many many generations. It had created Him, and he must remain an ever greater secret lest the witch hunt began once more and the pitiful creatures that passed for a family were again to be harmed as a consequence of his powers.

Laremeth snapped himself out of his melancholy and back to the matter at hand. "Now then, Geheneth, are you close by too? Let's find out". Spike had been his most loyal beast and it had seemed fitting to carve his summoning flute from the rib of this, his favourite ward. He took it and made two shrill blasts which echoed far into the void like the shrieks of the dying rat. Now all he could do was wait... and keep an eye on their "visitors". There were two groups, he could sense that. Maybe they would be more powerful than the last, for a long time had passed. Lord help us. And Laremeth was sure that he would.

A disturbance in the back of Laremeth's mind announced the arrival of Geheneth, and he turned to greet his blood brother. "It has been some time, Beastmaster. What brings you back?"

Laremeth outlined the situation. Two gangs had wandered into the outskirts of the Sacred Place and he had been the first to sense it - possibly because the gangs were exterminating the hive vermin as they advanced, sending ripples of bestial angst through the underhive.

When he had first wandered into the sacred Ratskin enclave the Beastmaster had been observed quietly for several days without detection by even his fledgling psychic powers. The spirit of the shaman had walked with him many times before the Ratskins emerged. They recognised the potential worth of the Beastmaster and admired his control of the rats. Laremeth lived with them for a number of years and , gradually, their trust in him grew. Then the day arrived for the ritual. Deep within the Ratskin territory lay an ancient and undisturbed archeotech hoard. The hoard had a secret - a secret that the Ratskins hoped would help them to exploit...





THE SCENARIO

Two rival Gangs are exploring uncharted terrain when they discover each others presence. Because of the remote location, the area is crawling with wild beasts and mutant creatures. This scenario takes three people to play - two gangs and an Arbitrator to control the Forces of the Ratlord.

The stakes are high in this scenario - an archeotech hoard to the winners. Because of this we suggest this scenario should only be taken if the gang fight scenario is chosen and then a 6 is rolled on a further D6.

The Forces of the Ratlord These consist of three characters and D3 + 3 Ratskins:

LAREMETH

Laremeth is a special character, but is basically a Beastmaster Wyrd who always has 3 rats to control - do not choose other creatures, and do not make a D3 roll for the number of rats. Choose his secondary power as normal. Laremeth is the Leader of the Forces of the Ratlord and counts as having the Leader skill.

GEHENETH

Geheneth is a Renegade Ratskin Shaman, and takes the Shaman characteristics from Outlanders. In this scenario some of the Spirit Lore Powers would not make sense, so when rolling a power for Geheneth use this modified table:

- 1 - 2 Curse
- 3 - 4 Ghost Dance
- 5 - 6 Spirit Walk.

RATLORD

The Ratlord is a new special character introduced for this scenario. Use any model that seems appropriate - he is a mutant creature of (as yet) undisclosed origin. The Warhammer Fantasy Skaven Vermin Lord is a good choice.



Troop Type	M	WSBS	S	T	W	I	A	Ld
Ratlord	5	6	0	5	2	3	2	8

SKILLS: Killer Reputation

SPECIAL

The Ratlord controls D3 + 3 giant rats in exactly the same manner as a Beastmaster, with the exception that there is no range limit on the control of the Ratlord's rats. The Ratlord cannot use weapons but has fearsome claws which have a strength of 5 and inflict D3 damage. He is immune to fear and terror. The Ratlord counts as a large target with +1 to hit. For reference purposes, the Ratlord has a cost of 250 creds.

RATLORD RATS

These have the characteristics of Giant Rats from the Outlanders bestiary. The Ratlord always has 3 rats available to him. If a Ratlord's rat is slain another will take its place. Place the replacement in base to base contact with the Ratlord.

RATSKINS

The forces of the Ratlord include D3 + 3 Ratskins. Generate these as for hired Ratskins.

TERRAIN

The Arbitrator sets up the terrain, since it is unknown to the gangers. The terrain should be set up on one or two levels with dense ground cover. Place the mine entrance piece near the centre and ensure there is cover for the Ratlord to move around in. As this is unknown terrain Tunnel, Vents and Infiltration do not apply. The Arbitrator selects a location where the Ratlord will emerge and makes a note of this on a piece of paper. the gangs are unaware of this location.

FORCES OF THE RATLORD SET UP

The Ratskins set up first in hiding, then the gangs, then the rest of the Ratlord's forces. The Ratlord emerges from hiding and can be placed on the terrain in a predestined spot at the beginning of any of the ratlord Forces' turns. The Ratlord may not run in this turn.

GANG SET UP

The two exploring gangs are allowed to use half of the gang (rounding up) plus D3 members (the gangs have not taken the risk of leaving their territories unguarded

LEADER OF THE RATS



when they are so far from home). Note that, for a reason unknown to the gangs, any Ratskin members slip away and are not available in this scenario. The gangs deploy within 4 inches of the table edge and roll a d6 to see who moves first. The Ratlord forces move last.

SEQUENCE OF PLAY

The gangs are unaware of each other and cannot opt shoot or charge the opposing gang until they are aware of the other's presence. If a gang member comes within three times his own initiative in inches of an opposing gang member then he will notice the other gang and alert his companions. Shooting upon a gang

will not necessarily alert them to the firer's presence - the shots could have come from an unknown source, such as the Ratskins. When a weapon is fired the target gang rolls 2D6 and adds the weapons strength to the score. If the score is over 10 the gang is made aware of their opponents shooting upon them.

ENDING THE GAME

Bottle tests need not be made until 50% are down or out of action. The game is over when both gangs have compulsorily or voluntarily bottled out or one gang has defeated the opposing gang and all the forces of the rat lord. The Forces of the Ratlord will never bottle out.

If a victorious gang has a ganger within running distance of the mine entrance at the point at which the game ends then the gang may add an archeotech hoard to its territory list.

EXPERIENCE

- +D6 for surviving the battle
- +2D6 for surviving a hand to hand encounter with the Ratlord himself
- +5 per wounding hit
- +10 for gang members who inflict a killing wound on the Ratlord. Note that this replaces the +5 for the wounding hit



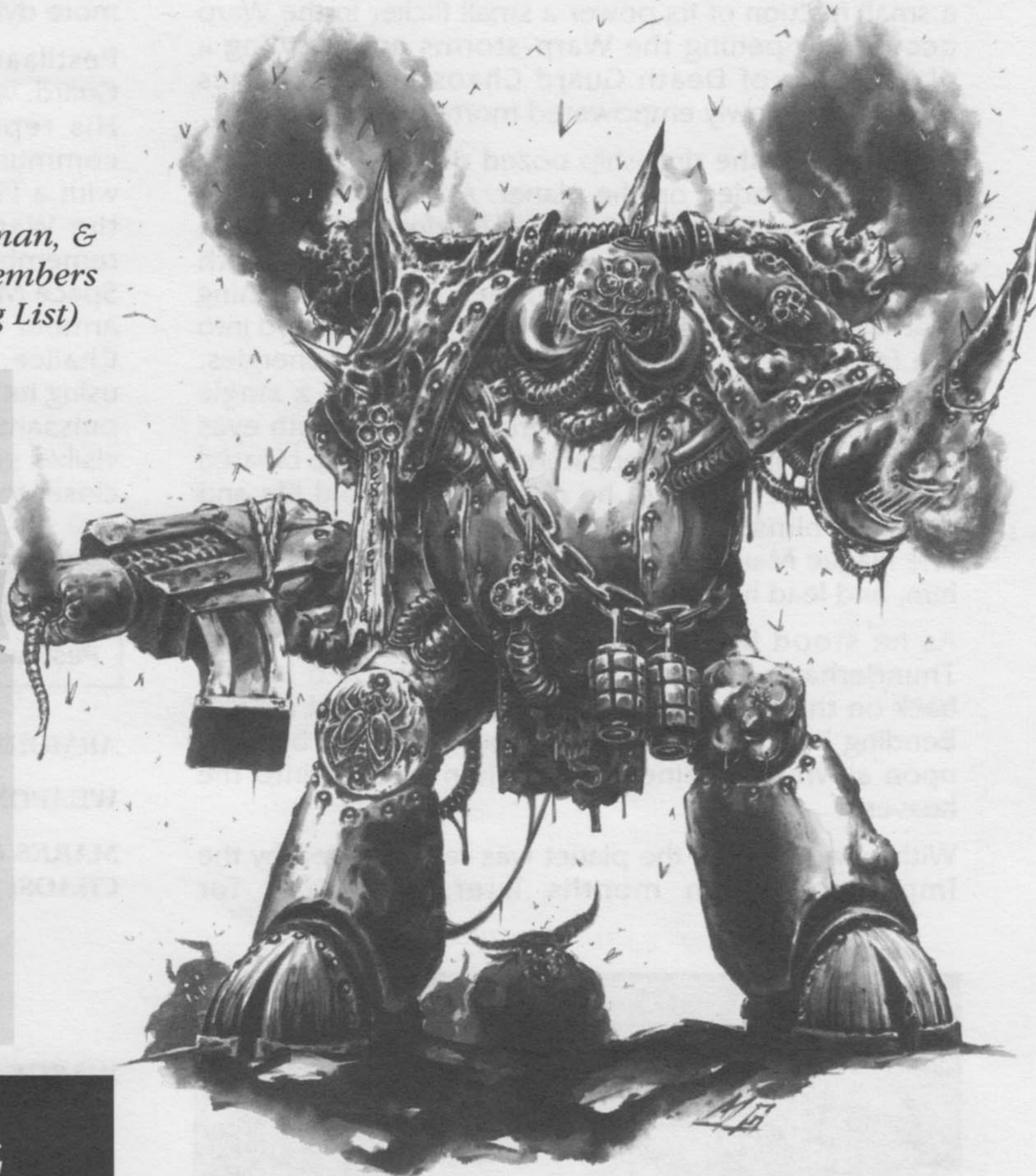
Favoured of Nurgle

by Tim Hucklebery

(with help from Rich Curren, Trent Nighman, & Joe Sleboda for good suggestions, and members of the Warhammer 40K Internet Mailing List)

Tim heads the Games Workshop USA Customer Service Department, and also serves as the GW Internet rep. He served 10 years with the US Air Force in Space Command launching rockets and flying satellites. He now is having much more fun working for GW, even though his parents are a bit confused by it all!

Tim plays lots of 40K (Tyranids, Chaos-Nurgle, and Genestealer Cults are his favourites), and with the new Warhammer arriving is forming major Chaos-Nurgle and Skaven forces (with lots of Plague Monks, of course!).



PESTILAN, FAVOURED OF NURGLE

115 points (218 with Wargear Cards)

Not all members of the Renegade Legions are from those impossibly ancient Marines of the Heresy. Some are relatively recent additions to the Long War. Such is the case for Pestilaan, once a normal human but now the semi-daemonic Favourite of Nurgle, God of Decay.

He started life as an ordinary child on a simple frontier planet, long ago cut off from the Imperium by Warp Storms. Without supervision, wild psykers grew unchecked on the planet, though most were destroyed as witches or worse. Pestilaan's powers were unknown to all, even himself, throughout his adolescence. It was not until an outbreak of the Festering Pox swept through his region that his differences appeared.

He grew fascinated by the changes taking place to him and those around him, as all around developed pustules of greenish ichor, which would burst open as the disease ran its course. Observing the twisted patterns of growth, the obscene changes to the flesh, brought him delight.

Many of those he watched died, but those who lived noticed that whilst he did catch the disease, it did not seem to actually weaken him as it did the others. His fellow villagers grew angered, and declared him a

Witch, and as was their custom buried him alive in a tomb of solid rock, far below the ground. There he was left to perish, surrounded by the dead bones of those who had been condemned before him.

He grew gaunt and thin, deprived of food and water. His mind, though, seemed to grow from a smouldering ember into a burst into flame as his body weakened. Strange dreams swept his brain from sleeping to waking, growing to obsessive visions of entire worlds made of rotting flesh grown from burst pustules of unearthly gods. Without being aware of his latent powers, he began to reach out with his untrained psychic powers into the Warp - and was noticed.

The warp-entity that is Nurgle detected the faint tendrils of psychic energy reaching out, and tasted the savoury flavour of the mortal's mind.

Daemonic energies were projected back along the Warpline back to the source, and emerged into the universe of real space through a small cup the now wasted husk of a man had been using to gather water dripping from the ceiling. The plain cup grew into a large chalice, overflowing with pestilent Warp-foam.

PESTILAN, Favoured of Nurgle

The withered form drew strength from the energies, and thus found favour in the eyes of the daemon. With a small fraction of its power a small flicker in the Warp occurred, opening the Warp-storms and sending a plague-ship of Death Guard Chaos Space Marines towards the newly empowered mortal.

Months later, the dropship oozed out of the dimming sunset and landed on the planet. After brushing aside the feeble opposition, the Plague Marines followed the Warp-trail to the tomb-cell, blowing it open with sustained plasma fire. Inside, they found something that was no longer human. The being that emerged into the faint light almost glowed with daemononic energies. His once-fair countenance now contained a single horn, projecting from the gangrenous brow. Both eyes had merged into a cyclopean orb. Wielding the bloated chalice above his head, he renounced his old life and declared himself now Pestilaan, Favoured of Nurgle. The Plague Marines recognised their god's touch upon him, and lead him to the ships.

As he stood before the dripping hatchway of the Thunderhawk Gunship, Pestilaan turned and looked back on the planet of his birth and rebirth and smiled. Bending his cup to the soil, he bestowed his blessing upon all who remained there. Then he rose into the heavens.

Within two months the planet was rediscovered by the Imperium. Seven months later, the order for

Exterminatus was given to a world now covered by waves of disease, with millions already dead and many more dying.

Pestilaan was immediately inducted into the Death Guard, who saw the light of their god shining in his eye. His reputation grew further when, after days of communal meditation with daemons, he was gifted with a Plaguesword, which appeared before him from the Warp. Though too old to undergo their half-remembered genetic alterations to become a Chaos Space Marine, Nurgle's energy allowed a suit of power armour to become bonded to his flesh. Wielding his Chalice, he now joins the Plague Marines in battle, using its unholy power as well as his own untrained but puissant psychic abilities. Most importantly, he is a visible symbol of the favour of their god, as he grows closer to full daemonhood.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Pestilaan	4	5	5	4	5(6)	2+d3	4	3	8

ARMOUR: Power Armour (3+ save)

WEAPONS: Bolt Pistol, Frag and Blight Grenades

MARKS OF CHAOS:

As a Champion of Nurgle, Pestilaan carries the Mark of Nurgle (included in his profile above). Note that this also means any wounds he causes count double for Nurgle Summoning points.

WARGEAR: Pestilaan can have 2 Wargear items. These must be the Chaos Reward Plaguesword and the Wargear card Chalice of Lives. Note his number of Attacks includes the extra attack for the two close combat weapons (Bolt Pistol & Plaguesword).

PSYKER: Pestilaan is a level 2 psyker, representing his inexperience with using these powers in battle. As he was never trained as a Marine psyker, he can only draw psychic powers from the Nurgle Powers deck.

Special Rules:

Rapid Fire: As Pestilaan never received the specialist Space Marine training, he does not benefit from Rapid Fire rules.

Demonic Constitution: Pestilaan's body is slowly altering from human to daemon, and fluctuates as it changes, sometimes swollen with bile and corruption, other times lean with running sores. Thus his number of starting wounds is variable. Add D3 to his base number of 2 to arrive at his Wounds total for the game, re-rolling this number at the start of each game in which he fights. As his body is partially daemononic, he cannot be Possessed, though he does count as a living model for all other purposes.



PESTILAAAN, Favoured of Nurgle

Chaos Cult Commander: Pestilaan may be chosen to lead a Chaos Cult army, representing a summons from an emerging cult for his aid in battle. He can only be chosen by Chaos Cults of Nurgle (all members must be followers of Nurgle as per page 17 of Dark Millennium). If chosen, he must be the army commander, replacing the Demagogue. He has a Strategy Rating of 2, and his points are taken from the Characters allocation. If desired, he can bring a bodyguard of 3-9 Plague Marines, chosen as normal from the Chaos Space Marine list. They must remain within 6" of Pestilaan at all times, and are paid for out of Squads points allocation.



PLAGUESWORD

15 points

Nurgle has gifted Pestilaan with a Plaguesword. It is identical to the ones carried by his Plaguebearers, and on a roll of 4+ will kill outright any living foe it wounds. It can also be used to parry.

BLIGHT GRENADES

3 points

The Death Guard who rescued Pestilaan soon returned to his home planet, and collected the heads of diseased corpses they found. Fashioning them into bandoliers of pus-filled skulls, they presented Pestilaan with these new Blight Grenades, which he cherishes as reminders of his homeworld. These follow the normal rules for Blight Grenades.

BLESSING OF NURGLE

45 points

Pestilaan benefits greatly from his patron god's benevolent protection. He has a fixed save of 4+ against all psychic powers and warp-based attacks, such as Vortex Grenades, Wraithcannon, Shokk Attack Guns, and the like. Note that this save does not nullify the power or attack, but only protects him. Move him to edge of any templates if he saves against them. Pestilaan may also add +1 to his die roll if subject to Daemonic Attacks, representing his patron's protective gaze.

CHALICE OF LIVES

40 points

After being entombed on his home planet, Pestilaan used a small cup to gather water dripping from the stone ceiling. His obsessions with decay drew Nurgle's attention, who projected some of the demons' unholy energies into the cup, which grew into an unholy object bubbling over with pestilent warp-foam. Pestilaan began to draw sustenance from the normally lethal energies, keeping him alive for the long months before his rescue and beginning his slow transformation into daemonhood.

The Chalice can be used to both sustain Pestilaan, or cause his enemies to sicken and die. During his shooting phase, Pestilaan can direct the energies from the Chalice towards his foes, spraying warp-foam from the Chalice. This counts as a normal shooting attack. It can be used in three different ways, depending on how far he wishes to spray the foam. Each attack type uses one of the Flamer templates. Put the template used so that its pointed edge touches his base and the rounded edge covers his target. All living beings under the template which do not carry the Mark of Nurgle are affected, those partially under it are affected on a D6 roll of 4+. All models affected must make an immediate Leadership test using the chart below:

Template Used	No. of Dice used in Test
Heavy Flamer Template	1D6
Flamer Template	2D6
Hand Flamer Template	3D6

If a model fails its test, it will take 1 wound with no armour or field saves allowed. Models with saves against psychic effects may attempt to save as normal. If Pestilaan wins a round of Close Combat, he can force his opponent to drink from the Chalice, trading all his hits for one single Leadership test on 3D6 as described above. When in close combat against a vehicle, if he penetrates the hull or any other location with crew inside, he can (after resolving the damage for that location) also pour the Chalice into the opening, forcing all crew inside to test as above on 2D6. Note that as carrier of the Mark of Nurgle, any wounds caused via the Chalice will count as double summoning points for Nurgle daemons.

Nurgle has also empowered the Chalice with healing abilities, via the foul warp-foam it always contains. If Pestilaan is wounded, place wound counters next to him as normal, but continue placing them even if he reaches his maximum number (as determined before playing). If he reaches his maximum number, place him on his side; he can still be targeted by weapons, and hit in Close Combat as if he was taking Free Hacks. At the end of that turn, he can attempt to heal his wounds by drinking from the Chalice. Roll a D6, and deduct this number of wound counters. If this brings Pestilaan to less than his maximum, stand him up and he can continue fighting. If he still has more than his maximum, even Nurgle's warp-foam cannot heal his grievous injuries and he is slain. Note that if he is affected by a weapon that kills outright (such as Vortex Grenade), the Chalice cannot be used to save him.

The Grand Tournament 1996

by Nigel Atkinson

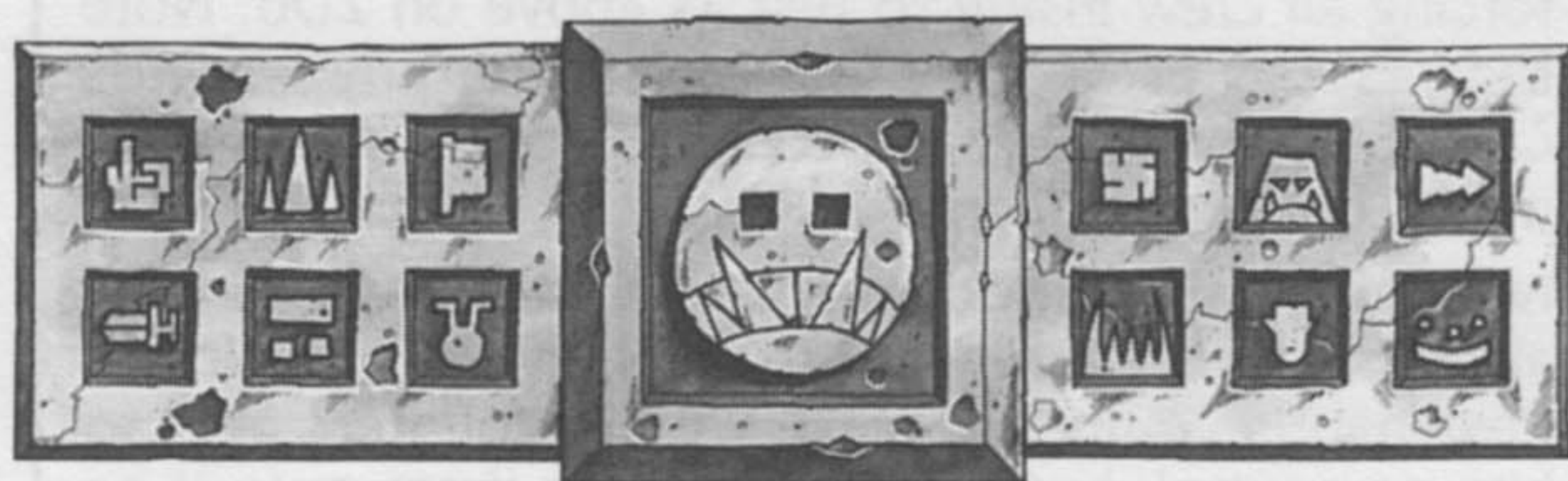
Nigel has been to both Warhammer 40,000 tournaments and after this years competition decided to put his thoughts in print....



The last time I wrote anything like this article was back at school, fifteen years ago. Each September my English teacher would ask the class to write an essay on "What I did During the Summer Holidays". As the phrase was uttered my mind would go blank.

I have been to both of the recent Tournaments for Warhammer 40,000 with 'Da Ladz' (Orks). Each year I have totally enjoyed myself, so much so that after my tales of the first Tournament one of my mates (*but Nigel, I've met you and you don't have any friends - Ed*) joined me this year. We both live near Manchester so decided to set off at 6:00am so that we had plenty of time to find the venue. Unfortunately our departure was delayed as my neighbour decided to block my car in. The bleary look on his face when I woke him up at that unearthly hour more than made up for it though.

On arrival we joined the friendly scrummage for our badges and the keys to our rooms. Student accommodation is pretty basic to say the least so if you were expecting hotel standards you would be pretty disappointed, it's more Pallets 'R' Us than The Dorchester. Your room is a place to dump your gear and sleep off the beer - 18+ only on the latter (*what you can only manage 18 pints? - Ed*). During the day you play, play, play whilst hoping you can win at least one game. At night there are the brainstorming sessions and a Pub Quiz chaired by Games Workshop staff. Last year I was in the team which won the quiz. Our prize was a free copy of Necromunda and my highly prized Tournament T-shirt. On the Saturday evening some of the competitors forewent the ritual drinking sessions and organised massive games covering several tables which were something to behold. Sunday is the easier of the two days with only two games of the five played - which is probably just as well as the events of the previous evening start to take their toll! I wished I'd had my camera to capture the ravaged creatures seen at breakfast. My Zombie paint jobs would have been greatly enhanced by using these images.



Between the games are small interludes where you get to meet your fellow competitors and discuss your performance to date. The tales take on a biblical significance as they unfold. The victor's basking in their egos and the defeated cursing Lady Luck through gnashing teeth. As I mentioned at the start, this year a friend (*imaginary friend - Ed*) decided to go as well. His Tyranids had smashed all opposition put before it during the practice games we played. Andy's first battle however was a shock to the system as his opponent had two Tarantulas both fitted with twin-linked heavy bolters. These two weapons managed to hit every turn rolling 32 sustained fire dice during the game without a single jam. The effect of this firepower was pretty terminal. The general of his army was a magnificently converted Hive Tyrant. A full six inches tall which dwarfed most other figures and unfortunately most of the scant terrain. The phrase "nowhere to run, nowhere to hide" took on a new

significance in one game as his Tyrant spent the entire game running away from an Imperial Hellhound while a Vindicare Assassin took pot shots at him. The regenerate biomorph paid for itself making two terminations a mere inconvenience. For myself the wounding of a Wolf Lord by a blunderbuss-toting Gretchin is my tale. Once my opponent and I had recovered from our surprise a nearby Mekboy dropped a Buzzer Squig grenade on top of the distracted Wolf Lord - they even ate his socks. The revenge for this outrage was swift as the Rune Priest leaped into hand to hand and smashed my Warlord off his feet and into the presence of Mork and Gork.

As I have mentioned previously the Tournament is excellent, however I do have a few qualms. After last years Tournament we voiced our concerns that there was not enough terrain on the Warhammer 40,000 tables - this year we had the same problem - while Games Workshop had produced better quality terrain there simply wasn't enough of it for my taste with the pieces of terrain that were there being used to maximum effect. We are, however, promised that next years Tournament will more than compensate for this (*you'd better believe it! - Ed*).

The tournament this year operated on a 'Swiss-style' system. Each round after the first you fought someone of a similar standard to yourself based on the results of battles fought. I fought four Eldar armies out of my five games on tables numbered between four and ten. This was due to the Eldar army being well suited to the empty tables. Throughout most of the Tournament the top fifteen tables had at least one Eldar army competing (*ah, but the Eldar didn't end up in the top 3, did they? - Ed*). Another problem with the tables was the fact that they were too close together. Each row of tables was only 18" apart. Even if you are not Journal Editor-sized (*oh, ha! ha! - Ed*) this was still a problem which should be rectified next year. Inside the hall where you play the games it was necessary to shout if you wanted to be heard by your competitor. Combine this with a sunny July weekend and the throat took a real bashing! My final gripe is a more personal one, please don't hold next years Tournament on or around the 6th July - it's my Wedding Anniversary and the grief my wife has been giving me over missing it started a month before and has not stopped yet!

This years Tournament saw the introduction of some new rules for army composition, designed to produce balanced forces. The banning of special (named) characters was one which I understood, but it caused an anomaly as Imperial Assassins while not named are very much in the same mould as special characters due to their nature and the unique rules which apply to them (*and a Space Marine Captain or Eldar Exarch are'n't hard? - Ed*). My answer would be to ban them whilst keeping the armies to core elements. A rule which has been in existence since the beginning has been the Sportsmanship Rule. The method at present is too polarised, all or nothing. It is extremely difficult to pick one person as your preference for the award. I would prefer a system which allowed me to give each opponent a rating (1-5). A one is for anyone who you hate with the passion and luckily they were in short supply. A five to anyone who became your instant soulmate and made you want to bear their children. The rest fit somewhere in between.

I want to finish this article on a positive note, so I will leave you with this thought. Despite my personal quibbles I am going next year and my new Chaos Army is in training. If you're not there next year it's your loss...

WARHAMMER[®]

The Battle for Black Fen

by Andrew Kettlewell

Andrew has recently joined the Games Design team at our Nottingham Studio as Assistant Games Developer and presents us with this great scenario. We certainly hope that Andrew can find more time in his busy schedule to write more articles of this calibre!

Background

Skaven are irresistibly drawn towards Warpstone. It is the source of all their power and without it they would not be such a threat to the Old World. Their War Machines are powered by it, Grey Seers gain extra magical energy from it, and some Skaven creatures are created by being

exposed to it. The Council of Thirteen are constantly looking for Warpstone meteors, or inventing ways to collect the Warpstone dust which blows from the Realm of Chaos as without it their empire would slowly die.

There are other forces that seek the dark stone however, other forces perhaps more evil than even the vile Skaven - the Undead. The Lords of the Undead seek the Warpstone to command even greater armies of mindless, un-living servants. Necromancers and Vampires have long known of the power of Warpstone, for Nagash himself consumed it to enable him to cast his terrible spells. Those that seek to walk in the Great Necromancers steps seek the stone to increase their power.

Konrad Von Carstein was one of the most powerful of all the Vampire counts. Before his death in the Battle of Grim Moor, and even before his defeat in the Battle of the Four Armies, his dark mind thought of a plan, that if successful, would make him almost as powerful as the Great Nagash himself. His plan centred around Warpstone. To ease the pain of exposure to Warpstone



THE BATTLE FOR BLACK FEN

WARHAMMER®



Nagash created his Black Armour. The Black Armour enabled Nagash to use more of the stone and cast more powerful spells. Konrad Von Carstein wanted such a suit for himself, for with such armour he could control the Warpstone and huge legions of Undead.

From his fortress in Sylvania he used forbidden magic to locate, what he thought to be, a Warpstone meteor. Konrad called upon his trusted nephew, Ohlaf Von Carstein, and with his help raised a horde of Undead creatures to mine the area. A mine was constructed by their Undead Servants and ghouls were called from their hiding places to dig the tunnels that would eventually lead to the precious stone. Konrad was an arrogant man and so confident was he of his power and of the final success of his plan he failed to guard the mine and give warning of intruders.

Unknown to Konrad and Ohlaf the Skaven too had located the Warpstone. Their

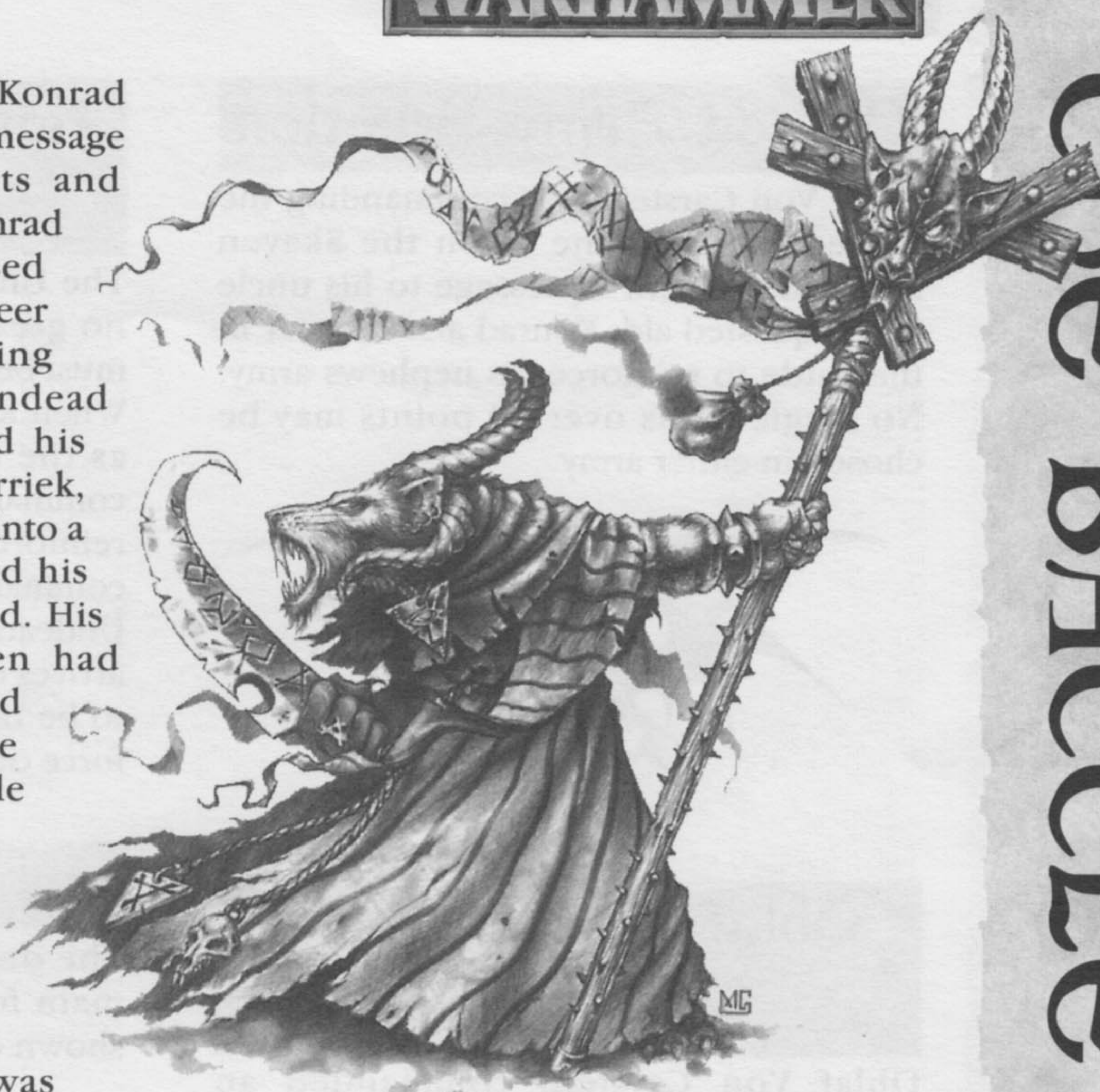
hidden observatories had watched the meteor fall to the Old World and the spies of Clan Eshin were sent to locate the landing site. Gutter runners finally found the site and sent word to The Council of Thirteen of an Undead force mining the area. Assassins had also discovered vague information of Konrad's plan to make another suit of Black Armour. The Skaven were not fearful of the powers of Konrad but the memories of Nagash were still all to bright in their minds and Lords of Decay could well do without the threat of a great Undead army advancing above their realm. Their main objective was to capture the mine and steal the Warpstone but the Council of Thirteen ordered the assassination of Konrad just to be sure that his dark plans never became reality.

The Warpstone mine was a full league from Konrad's mighty fortress. The Council of Thirteen planned to attack the mine with a large Skaven force while it was held by Ohlaf Von Carstein. Another smaller force would wait near the castle for Konrad when he came to assist his nephew. If all went well Konrad would be assassinated on his way to the mine and the Skaven force would crush Ohlaf's Undead workers. The Skaven plan was complete, a Grey Seer Irriek was sent to lead the attack and was given a powerful magical weapon designed to kill Konrad. All that remained was for the Lords of Decay to wait for a new supply of Warpstone and Konrad's head, (or at least some part of his body), on a plate.

The Battle

Grey Seer Irriek chose to lead the small force sent to Konrad's castle in the attempt to kill Konrad before he could defend his mine. Ohlaf had called to Konrad for help as soon as he saw the large Skaven horde advancing towards him. His call was

carried by dark magic to where Konrad lay. Upon hearing his nephew's message Konrad summoned his servants and prepared to attack the Skaven. Konrad was a great sorcerer and he sensed the magical presence of the Grey Seer and guessed their plan. Using cunning enchantments the Undead horde marched past Irriek and his Skaven force without incident. Irriek, realising what had happened flew into a terrible rage and forced marched his Skaven army in pursuit of Konrad. His only hope was that the Skaven had already taken the mine and could defend it from Konrad until he could get there and win the battle for the Council of Thirteen.



Postscript

For the Skaven the battle was won and lost. The Warpstone mine was captured but with great loss to Warlord Ghirt's forces. Irriek did indeed manage to get to the mine in time to help Ghirt, but when Konrad was seen escaping back to his fortress his followers were too weary after the battle to pursue him. Ohlaf defended the mine with his life and was killed by Irriek, but only after killing many Clanrats and wounding Warlord Ghirt.

Skaven Army Selection

The Council of Thirteen ordered an attack on the mine area and an attack on Konrad himself as he marched to defend his mine. To simulate this the Skaven player must pick two separate forces to play this scenario, one to attack the mine and another to try and kill Konrad. No magic items are allowed that cost over 50 points.

Attack on the Mine

Grey Seer Irriek gave command of the main Skaven army to Warlord Ghirt. To aid the Ghirt, Irriek left Warlock advisers behind to make sure everything is still going to plan, and to enable the two armies to communicate with each other using magic.

The Skaven player may choose an army of up to 1500 points. The force follows the standard army list limitations except that you may only have mastery level 1 wizards and no magic items may be included to increase the magic level of a model over mastery level 1.

Also, the Skaven player may not include a Vermin Lord in his force as they are only summoned to fight in times of great need.

Konrad's Assassination

Grey Seer Irriek led a small force to intercept Konrad. The army comprised mainly of Clan Eshin units as their main objective was to kill Konrad.

The Skaven player may choose a completely separate force to act as Irriek's assassinating army. The total cost must be no more than 1000 points. The army must include a Grey Seer, (Irriek), and Irriek replaces the army general and leads the army.

The army may have one magic item over 50 points to represent the Council of Thirteen giving a powerful weapon to Irriek designed to kill Konrad.



Undead Army Selection

Ohlaf Von Carstein was commanding the Undead at the mine when the Skaven attacked. He sent a message to his uncle and requested aid. Konrad arrived later in the battle to reinforce his nephews army. No magic items over 50 points may be chosen in either army.



Ohlaf Von Carstein's holding force

Ohlaf Von Carstein commanded an Undead horde that was being used to dig pits and mine the area. The Undead player may choose an army no greater than 1000 points. A vampire count must be chosen, (Ohlaf), and replaces the army general.

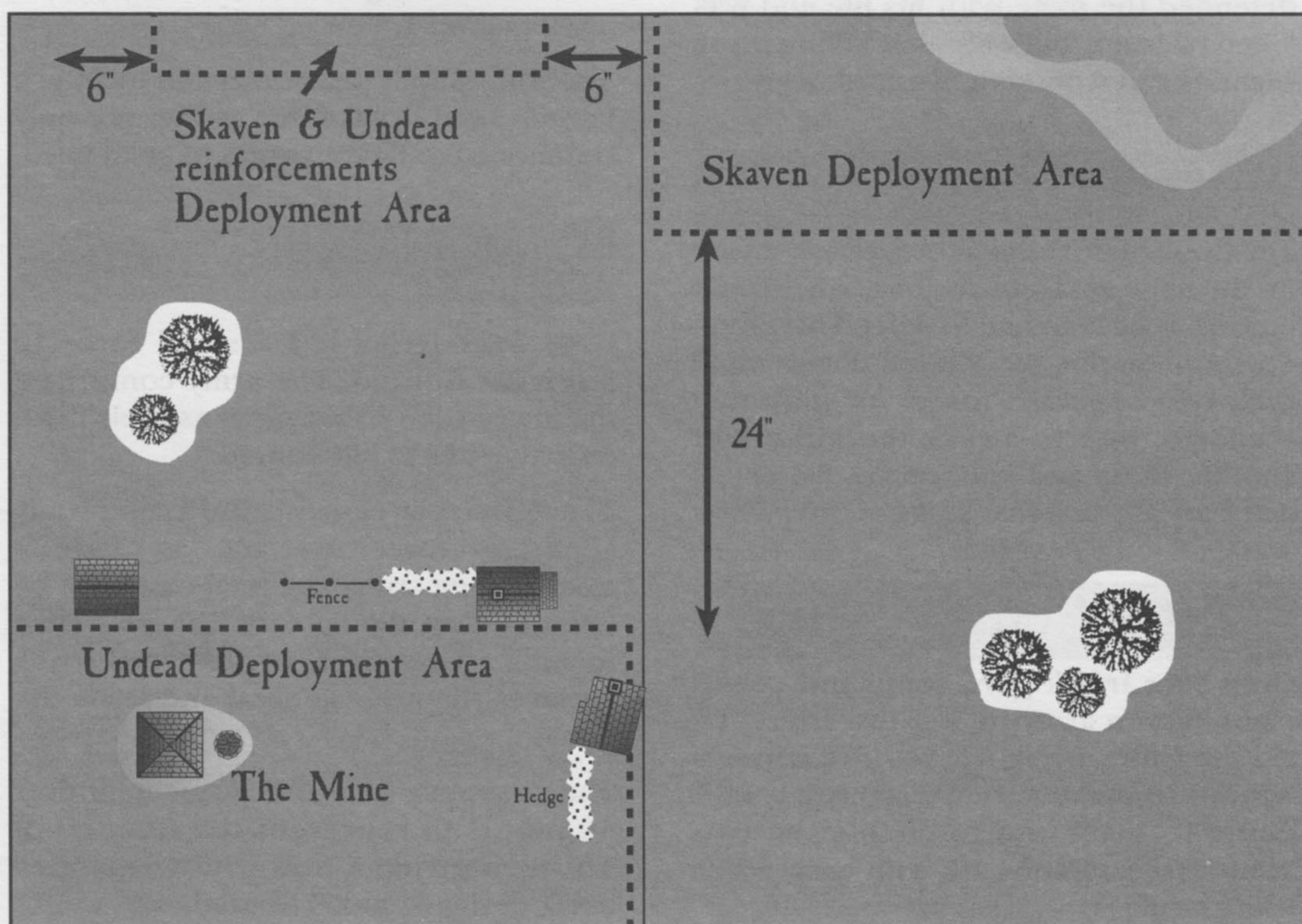
Konrad Von Carstein's reinforcements

The Undead player may choose an army no greater than 1000 points. The army must be lead by a Vampire Lord, (Konrad). When Konrad arrives on the board he acts as the total army commander, (i.e. he commands both the holding force and the reinforcements). All the rules on Undead commanders described in the Warhammer Undead Armies Book apply. Until Konrad arrives on the board then Ohlaf is assumed to be the commander, but of the holding force only.

Deployment

The deployment zones for both armies main force and it's reinforcements are shown on the Battlefield Map.

Both Ohlaf's Undead force and Warlord Ghirt's attacking force are deployed at the start of the game in the deployment zones shown on the Battlefield Map. The battle lasts seven turns and the Undead force get first turn as they see the Skaven force



arriving. On turn four the Undead reinforcements, lead by Konrad, enter the board from reinforcements deployment zone. On turn five the Skaven reinforcements enter the board directly from the same point, (i.e. directly behind the Undead).

Turn Summary

- Turn 1** Ohlaf's Undead force deploys around the mine, as shown.
- Warlord Ghirt's force is deployed as shown on the map.
- Turn 4** Undead reinforcements arrive in the reinforcement deployment zone.
- Turn 5** Skaven reinforcements arrive in the reinforcement deployment zone.



Victory Conditions

The winner is the player who has scored the most victory points after seven turns! Victory points are awarded differently to normal games and are listed below:

Skaven Victory Points

- If there are no Undead troops within 6" of the mine shack+5 *victory points*
- If Konrad is killed by Grey Seer Irreik+5 *victory points*
- If Konrad is killed by anyone other than Grey Seer Irreik+1 *victory points*
- For each unit standard captured and held at the end of the game.+1 *victory point*
- If the Undead Battle Standard is captured.+1 *victory point*
- Each Undead unit either destroyed, fleeing or having fled the table. Champions are included in the unit points cost, but other characters and war machines are counted separately.+1 *victory point for each full 100 pts the unit cost, (minimum of one).*
- If Ohlaf is killed+1 *victory points*

Undead Victory Points

- If Grey Seer Irreik is killed+4 *victory points*
- Each Skaven unit either destroyed, fleeing or having fled the table. Champions are included in the unit points cost, but other characters and war machines are counted separately.+1 *victory point for each full 100 pts the unit cost, (minimum of one).*
- If the Skaven Battle Standard is captured.+1 *victory point*
- For each unit standard captured and held at the end of the game.+1 *victory point*
- If both Konrad and Ohlaf are alive at the end of the game+1 *victory point*
- If there are no Skaven troops within 6" of the mine shack+5 *points*

THE BATTLE FOR BLACK FEN

Tactical Advice — Undead

As the Undead player you will find life in this scenario fairly straight forward, and then unfairly hard.

At the start of the battle all the Undead player has to do is defend the mine. This is made easier by the fact that you know your going to have to defend the mine, (an under-rated piece of information), and you can set up in the town. This allows you to tailor your force for defence.

For the perfect defence you should have solid infantry units hiding behind walls or other obstacles. These main blocks should be chosen to be fairly reliable to hold their ground and should be tooled up with defensive items such as the Banner of Defiance and the Warbanner.

Characters leading these units should be made suitably tough and defensively minded. The Amulet of Fire, Cursed Book, and Talisman of Ravensdark are all useful items to take. You have to realise that your opponent is going to throw everything he has got at you to try and take the mine, so you must tool up your units to be able to take the punishment.



On the subject of defending towns and buildings, you should never advance if you are safely behind a wall, even to pursue. Fighting behind a defended obstacle is of huge benefit in the Warhammer World and you would do well to stay behind them.

You can deal out your own punishment in the form of Screaming Skull Catapults and shooty magical items. Screaming Skull Catapults have the

advantage of forcing a panic test in the opposing unit if they cause ant casualties, so with a bit of luck you may see Skaven units failing their panic tests and fleeing away from the mine.

If you have any points to spare a small but relatively powerful unit can be very useful for plugging and gaps that may appear in your line. Units of Rat Ogres can cause huge problems if they avoid your main units and march around an unprotected flank so it is always good to have a unit around that can deal with such problems. You should watch out for the Skaven War Machines. A wise Vampire would raise a few Carrion to kill those Warp Fire Thrower teams as they could easily turn your carefully planned defence into ashes!

As I mentioned before, holding the town is the easy bit, but you still have to take care and give a little thought to the units you choose and how you tool them up. At the end of the day if Ohlaf and his Undead horde keep the Skaven away from the mine then they have done their job, and you shouldn't expect any more of them.

The Undead reinforcements, led by Konrad, arrive on the board on turn four. They should be very hard hitting and very very fast. Konrad's army faces one major problem - they have a powerful Skaven force arriving directly behind them on the next turn. This all means that the Undead reinforcements will have to be very fast just to get away from the board edge. When moving onto the board you should avoid the temptation to charge a Skaven unit in the side just because you can. What is wrong with that I here you cry? Well if you charge that Skaven unit at the back and not that one at the front that is attacking the mine, then yes you probably will break it and destroy it but at the same time the Skaven will probably capture the mine.

Tactical Advice — Skaven

As the Skaven player you would be wise to follow Andy Chambers' advice in the Skaven Armies Book and charge. The main Skaven attacking force must, take the mine before the Undead reinforcements arrive, or get near the mine and be fighting to take it.

The Undead force will be throwing everything they can at your attacking force in terms of missile fire, spells and offensive magical items. If you have played with Skaven before then you will be used to this kind of treatment and will have your own favourite tricks and magical items to deal with it. Items such as Magic Warpaint and the Standard of Shielding are always useful but you can fight back with your own shooty magical items such as The Staff of Flaming Death or Skaven Warpscrolls.

Fighting units that are defending a wall, or other obstacle, is difficult and dangerous. Units need to be chosen that can get around the flanks of the Undead or be able to successfully hit across a defended obstacle. Plague Censer Bearers are hard to hit with missile fire and are very hard when they get into combat as the Bubonic Vapours from their Plague Censer ignore terrain. Large blocks of Clanrats lead by characters with suitable magical items can overcome the obstacle problem simply by weight of numbers. It hardly needs to be said that Warp Fire Throwers will be very useful when attacking the town and you would be well advised to buy some to support your large Clanrat units.

The Undead reinforcements will arrive at the start of turn four and will be facing your flank. A unit of cheap but reliable troops are need to protect the rest of your army from flank attacks and to slow the Undead reinforcements down. If you can stop and hold the Undead charge then your own reinforcements can arrive the on the



next turn behind the Undead army and charge them from behind, and if that happens then you will have effectively won the battle.

The Skaven reinforcements, lead by Grey Seer Irriek, have only three turns to wreck as much damage as possible. With this in mind they should comprise of fairly fast and dangerous units. The main objective for the reinforcements is to kill Konrad Von Carstein so if the opportunity arises you should attack him. Vampire Lords are very hard to kill and the Council of Thirteen know this only too well. You should equip someone with as nasty magic item to have a chance of killing him, or have an exceptionally cunning plan. If the situation does not arise to attack Konrad then you should join in with the attack on the mine as by the time Irriek arrives the main Skaven force may be in a little trouble.

THE BATTLE FOR BLACK FEN

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CITADEL JOURNAL 3

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Valen Swift, Erik Kantona, Jobo Hairyfoot, etc.

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- STILL AVAILABLE!** £3.99

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Warhammer Quest™

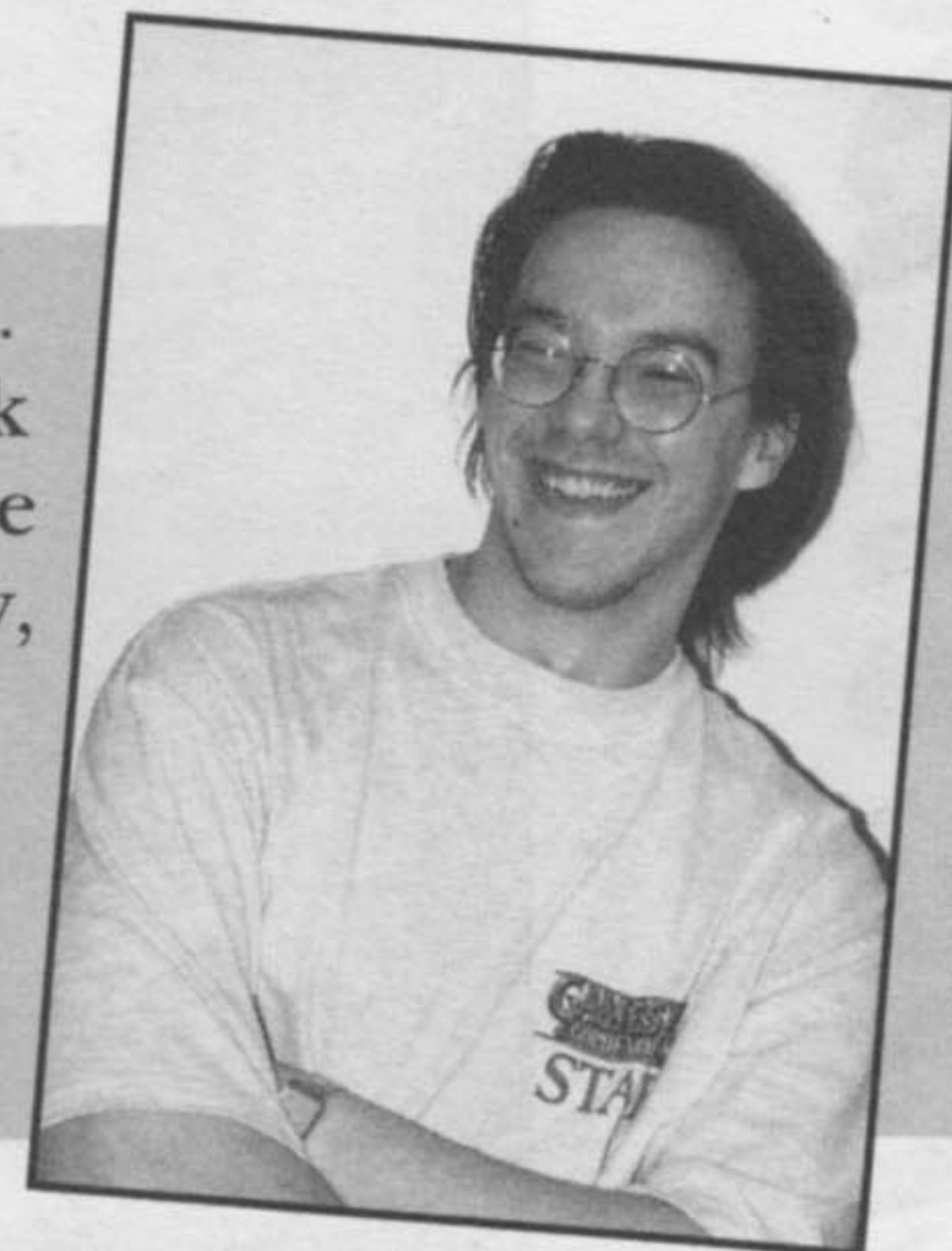
DUNGEON ADVENTURES IN THE WARHAMMER WORLD

Scenario ideas to make your players go completely MAD!

by Mark Saunders

Mark is part of the production team at our design studio. When not ranting under his breath about deadlines, Mark experiences momentary bouts of lucidity, during which he can be found painting up his ever expanding Skaven army, or writing short stories and articles on gaming.

Mark is currently working on the Lizardmen army book and tells us he is scheming up ways of introducing the Lizardmen into Warhammer Quest for a future article.



Picture the scene; you've spent days painstakingly designing a challenging dungeon for your friends to explore and plunder. Then right from the word go, everything starts falling apart. The warriors breeze through the first few encounters without so much as a scratch on them. Then they get some lucky dice rolls and one of your special events completely fails to impress them. To add insult to injury, they don't even explore some of the rooms it took you ages to design.

Finally they reach the objective room, defeat the bad guys (using items they should have exhausted on the way there) and skip off back to the nearest settlement with their less than hard-won booty. Throwing your hands up in the air, you walk off in a huff, muttering "But it wasn't supposed to be that simple..."

No More Mister Nice Guy

If it hasn't happened to you yet, then be warned. Murphy's Law can strike at any time, turning the most hard-bitten adventure into a mere stroll in the park for the warriors. Whether it be lucky dice rolls, unbelievable luck, or a sheer failure to look around the next corner, inevitably at some point things will go wrong. What makes this so frustrating is that for a Gamesmaster, a large part of the fun of Warhammer Quest is designing a dungeon that tests the warriors to their limits. You want them to feel as if they've been through an ordeal where one wrong move could have spelled their doom. You want the players to be able to look back many months later and say, "Hey, do you remember that time when we almost didn't make it back?"

What you definitely *don't* want to hear is "Is that it?"

So for all you Gamesmasters out there who have ever had one of *those* days, allow me to introduce to you a few sneaky plot devices which will ensure that Mister Murphy takes a well deserved break.

Messing with

• *their heads*

Messing with their heads



Riddle Me This, Riddle Me That...

The only way of making sure the warriors stick to your cunning plans is to introduce methods of steering them in the right direction. Riddles are an excellent way of achieving this. What they allow you to do is take some of the randomness out of the game by forcing players to solve puzzles in order to progress further, rather than leaving everything to a roll of a dice. The great thing about riddles is that they can be so varied, some can be written down in some form, others can be visual clues, and some can even be things that must be collected in order to complete the quest.

Bear in mind though that whatever form it comes in, the chief task of a riddle is to tax the players' imaginations and problem solving skills. Every riddle should have a purpose, whether it be providing a clue to the existence of secret chambers, or hints about the weaknesses of a creature or ways of avoiding a trap. By putting riddles in the right places, you can shepherd the players where you want them, without it seeming like you're forcing them into a corner.

Now for a word of warning. Don't be tempted to stick riddles all over the place. From the game balance point of view, there's nothing worse than overkill. Worse yet, the players won't thank you if they feel they have no control over their actions. It

will probably take a couple of sessions before you hit upon the right mix of riddles and 'ordinary' events. When designing your dungeons, try to spot those places where a riddle would benefit the action, and those places where they're simply not necessary.

So Who Lives in a Dungeon Like This?

The first time I put riddles into one of my adventures, I came up against a rather unexpected reaction. One of the players turned to me and said "Why would anyone deliberately place clues around that would help us defeat them?"

Annoyed though I was, I couldn't help but see his point. Lesson number one then is: GIVE THE PLAYERS A REASON FOR ALL THE RIDDLES. Now admittedly, for a while I found it hard to come up with a reason why any self respecting bad guy would bother to think up riddles that could be their undoing. But if you think about it, there are many reasons why someone would go to all that trouble.

Firstly, the riddles may be there to help the denizens of the dungeon, not the warriors. If a villain goes to all the trouble of laying traps for unwelcome visitors, it follows that he must build in instructions so that his own lackeys don't fall into traps. Being as most lackeys are often quite stupid and find it hard to remember anything, (can we say *Goblin*?) it follows that some of these clues would be fairly blatant and easy to figure out.

Secondly, some dungeons were designed to be death traps to the unwelcome, whilst leaving a navigable path for those who were supposed to be allowed access. The tomb-pyramids of the Tomb Kings of Khemri are a case in point. They were designed so that thieves would be unable to desecrate the resting places of the Kings, yet with enough in-built clues so that the priest of the Kings would still be able to come and go. Over time, the answers to all the riddles in the tomb would become part of the priesthood's scripture, helping them to remember how to reach the tomb's inner sanctum.

Finally, there are those who are so mad or megalomaniacal that they deliberately leave riddles for those who would challenge them - just to see if anyone figures them out! Think of a mad necromancer, so crazed that he believes himself invincible. He could be so deranged that the thought of anyone ever solving all of his cunning riddles is simply inconceivable to him. Then again, maybe a perfectly sane wizard who wishes to hire a group of adventurers would first send them into a riddle-filled dungeon to see if they survive and are worth recruiting for his dangerous mission.

Riddles 'R' Us

So enough with the whys and wherefores. Here are a few riddles and ideas to get you started, which can easily be slotted into any adventure with a little bit of work.

- 1 The Objective Room in the dungeon has no doors and is not connected by any corridors to the rest of the dungeon. The warriors have to teleport into the Objective Room, but first they need to discover the portal. In each of the Dungeon rooms there is a statue of an old beggar sitting cross-legged, with a begging bowl in his lap. A plaque bears the words: "*Charity eases the way.*" In addition, each of the statues has a number carved into its forehead.

The warriors must place an amount of gold coins equal to the number on the statue into its begging bowl. Once this has been done with each statue, a ghostly gong will echo throughout the dungeon, and the teleport portal will open up next to the highest numbered statue. This is a great way of making sure the warriors explore every single room before they get to the Objective Room!

- 2 Each of the Dungeon Rooms is guarded by various creatures appropriate to the dungeon setting. The toughest of these creatures in each room bear chains around their necks from which hang small pieces of strangely shaped metal. Should the warriors stop to loot the bodies of the monsters (which they invariably do) they will find these chains and notice that although the chains are identical, no two bits of metal attached to them are alike.

- 3 The warriors look into one of the Dungeon Rooms and find it empty except for the glint of something shiny in the far corner. If they step into the room, the door will slam shut, lock itself behind them and a trap will be sprung. The trap can be of the ones described on page 151 of the Warhammer Quest Roleplay Book, although for the purposes of this event, it should be one that is not immediately fatal like the Spiked Pit or Firebombs (my favourite for this event is the room slowly filling up with water or sand).

To make matters worse, the warriors will discover that the shiny objects which drew them into the room are nothing more than broken shards of clear glass, strange only in that each shard has a single curved edge. If the warriors fit each of the shards together however, they will find they form a circular

glass lens. Looking through the lens will reveal that a section of one of wall is actually illusory and hides a door through which the warriors can escape. The lens is the item of treasure in the room and can either be kept (adding +1 to any Searching Rooms test performed by the bearer) or sold at a Wizard's Guild for 200GP.

- 4 Listening at the door to a Dungeon Room, the warriors overhear an Orc berating a Goblin: "Na, ya moron, ya does it like *this...*" Then the warriors faintly make out an ugly little tune being whistled by the Orc.

The warriors should think nothing more about what they overheard until they get to another Dungeon Room with a door that has been locked and booby-trapped. Any attempt to open the door will cause a poison dart to strike the warrior trying to force the door. Even if the trap is disarmed, the lock will still overcome all attempts at picking it. What the warriors will notice though is that the lock is shaped like an ear. If a warrior whistles the little tune overheard earlier, then the door will unlock and allow the party entry. Of course, if none of the players can remember the tune you whistled, then too bad!



Messing with their heads

Messing with their heads

5 The warriors find small phosphorescent mushrooms growing all over the dungeon. If a warrior eats one of the mushrooms then he suffers from double vision for the rest of the adventure, resulting in a -1 penalty to all hand-to-hand or missile attacks. However, once the warriors reach their arch nemesis at the centre of the Objective room, they will find that he/she/it is protected by a dweomer which causes an illusory duplicate of the fiend to fight alongside the real creature. To simulate this, just place two identical models next to each other and decide which of the two is the 'real' monster. The illusion is not a mirror image, and seems to react to independently of the real monster. It will pretend to feel pain and fake wounds will open up where warriors believe they have wounded it. Its own attacks will always seem to just miss, so as not to give away its illusory nature.

Any warrior who has eaten a mushroom will find that instead of seeing double, he can see normally in the Objective Room and will only be able to see the real monster, not the duplicated. Any warriors unaffected by the illusion will be able to tell their compatriots which of the monsters is the fake.

Scheme, Plot, Connive

So now you are equipped with a few little spanners to throw into the works just when your players least expect them. Soon you'll be dreaming up your own nefarious riddles with which to baffle even the most cunning warriors, and keep them firmly on the path you've set for them. Just remember not to overdo it too much or your players will start expecting strange things to happen every time they round a corner. Riddles always work best when you're not expecting them.

Now then, what to do about those pesky adventurers? Hmm...ah yes!



Welkum to Dok Butcha's Konverzhan Klinik!

In each and every issue Dok Butcha will, with the help of his faithful assistant Konvertit, bring you conversion and modelling ideas for both the novice and expert modeller. If you have any ideas - however crazy - that you think hobbyists across the world would enjoy please send us the details at the following address:

**Da Journal Bunker, Games Workshop Ltd.,
Chewton St., Eastwood, Notts. NG16 3HY**



*Dis time we owe zum
konverzhanz
from Jim
Gibbon, Tim
Huckleberry
and Patrick
Short...*

Pestilaan

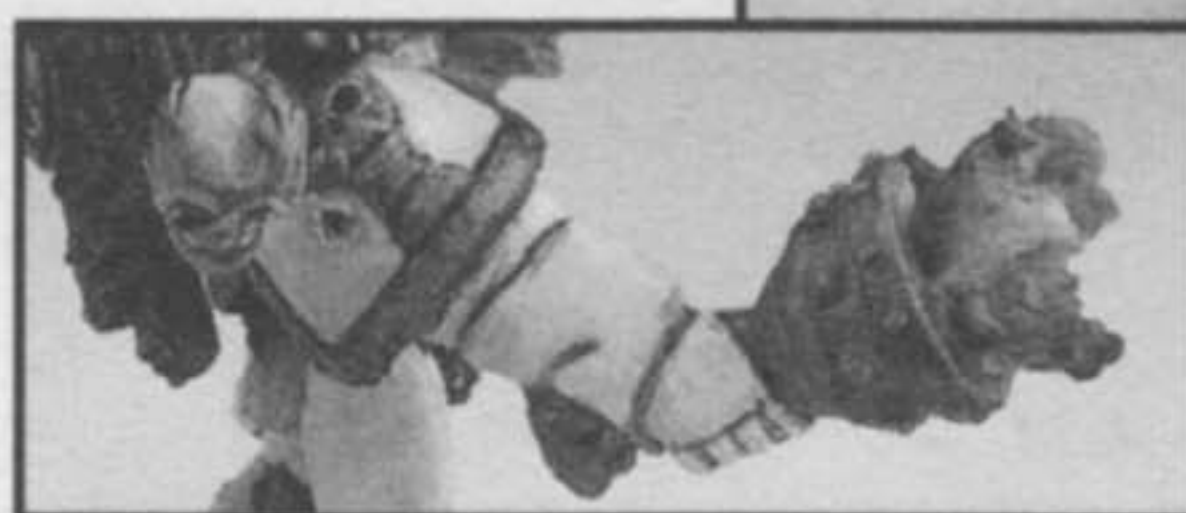
by Tim Hucklebery

First off, cut the right arm from Corbulo, making the cut at the shoulder joint so you get the shoulder pad as well as the arm. Anyone who isn't enjoying performing this desecration really isn't cut out to play Chaos!

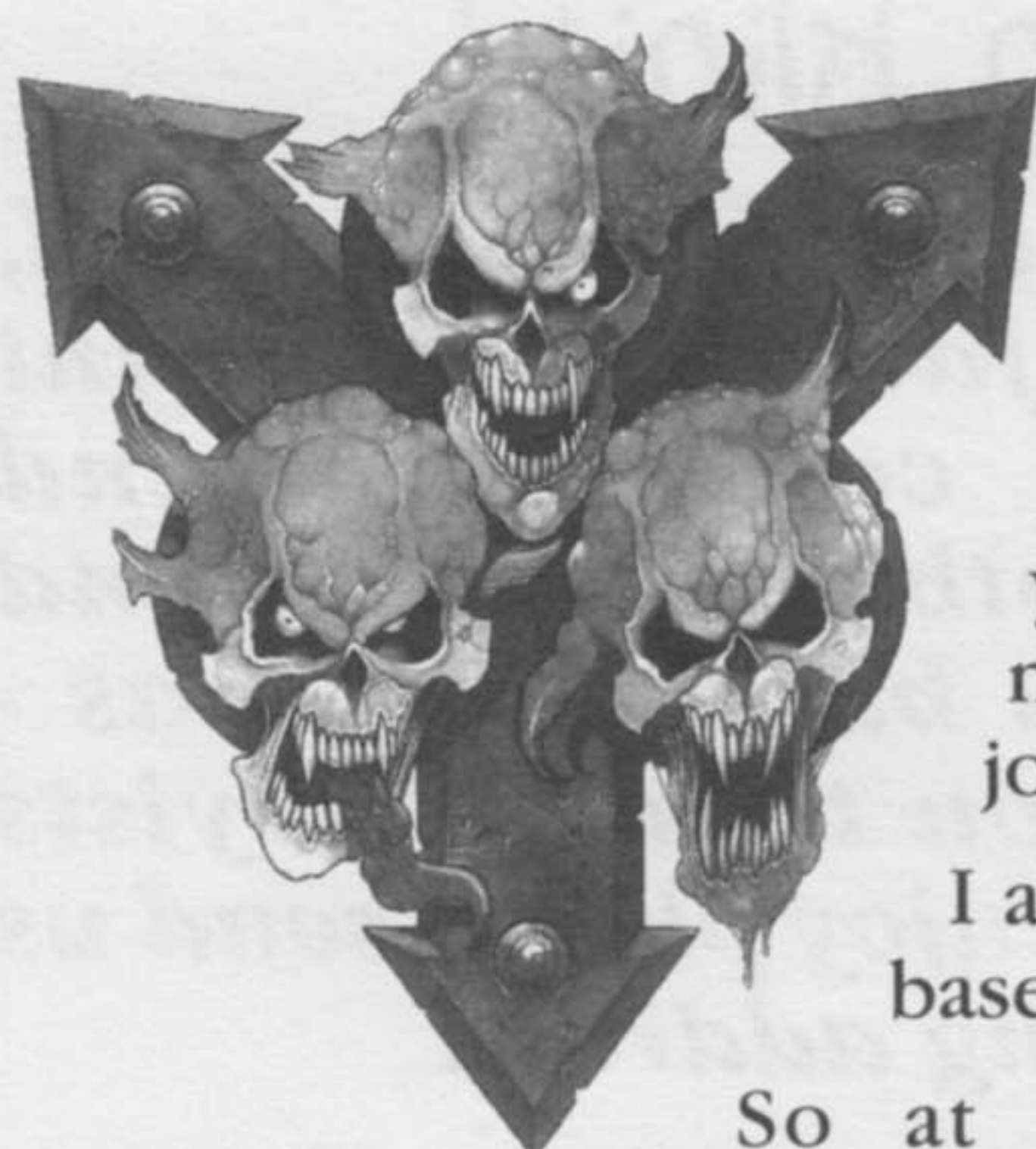
Then cut the Plaguesword from the demon at the wrist. While you're at it, cut off the Plaguebearer's head as well! Lastly, remove the head and sword from the Nurgle Champion. Remove the head so that the back-of-the-neck armour remains, and most of the tubing to the neck also is there. You'll want to remove the sword as well (keeping the hilt).

File down the Corbulo arm so it forms a flat surface from the shoulder pad, and fits into the flat joint from the Nurgle Champion. It will need pinning later, and I decided to point it away from him, so make the filings so you get the fit desired. You should also drill out the inside of the grail (soon to be a chalice) so it forms a smooth interior. The arm also has far too much Imperial detail around the wrist; fill or cut them off (don't worry too much with leaving cuts or nicks in the finished product - after all this is a Nurgle Marine, so the more imperfections the better!). Lastly, file off the "wings" & blood drop from the shoulder pad - keep the grail as it works well for the Chalice symbolism!

Form a small ball of putty, and place it into one of the eye sockets on the chalice. If you want to get really fancy, make a smaller one for the shoulder pad eye socket, and for the skulls on the backpack. You can also use model railroad scale apples, they make fast & easy eyeballs! I also put some dabs of putty on the backpack skulls to



DOK BUTCHA'S KLINIK



form some still-clinging flesh for them. More tricky filing: the Plaguebearer's head will need a flat neck to join to the Champion body, so both areas will need to be filed so they fit.

You should now be ready to join the bits together. Pin the arm & sword down; the new head has enough surface area for its join that you should not need to pin here. Some minor putty work will be needed to cover the gaps in the head/neck join, and the shoulder/body join.

I added a small Nurgling to his right shoulder as well for fun. Flock the base as desired to cap it off.

So at this point you should now be holding one complete, ready to prime figure! (Or a messy lump of metal with glue all over your fingers!)

(Note: for those on a budget, simply go with a Corbulo, and file his chainsword to a regular sword. Putty, chop, or file away his Apothecary & Imperial markings, pop on a plastic Chaos backpack, and paint away!).

To make Pestilaan you will need:

Apothecary Corbulo (70094/1)
Any Plaguebearer (I used 73014/1)
Nurgle Plague Marine Champion with Plaguesword (70310/1)
Khârn the Betrayer's backpack (70318/4)
Nurglings (optional, add to taste)

£9.80 complete

Harlequin Benathai

The idea for this conversion came from Jim Gibbon. You can find the rules for this marvellous little chap in the Harlequin article in this issue of the Citadel Journal. Which includes ideas from Jim and other readers of this illustrious publication.

1

Firstly shave the driver off an Epic Eldar War Walker, assemble the legs and body as normal. (See Fig. 1). For more symmetry you can also shave off the scatter laser and replace with another lascannon.

2

Carefully cut away the eagles head from Marneus Calgar's Banner Pole.

3

Carefully glue the eagles head to the blank face of the War Walker. (See Fig. 1)

4

Marvel at your creation, a completed Benathai ready to slink through the heaviest fire, seeking out the enemy and pounding their troops and vehicles. (See Fig. 2)

Fig. 1

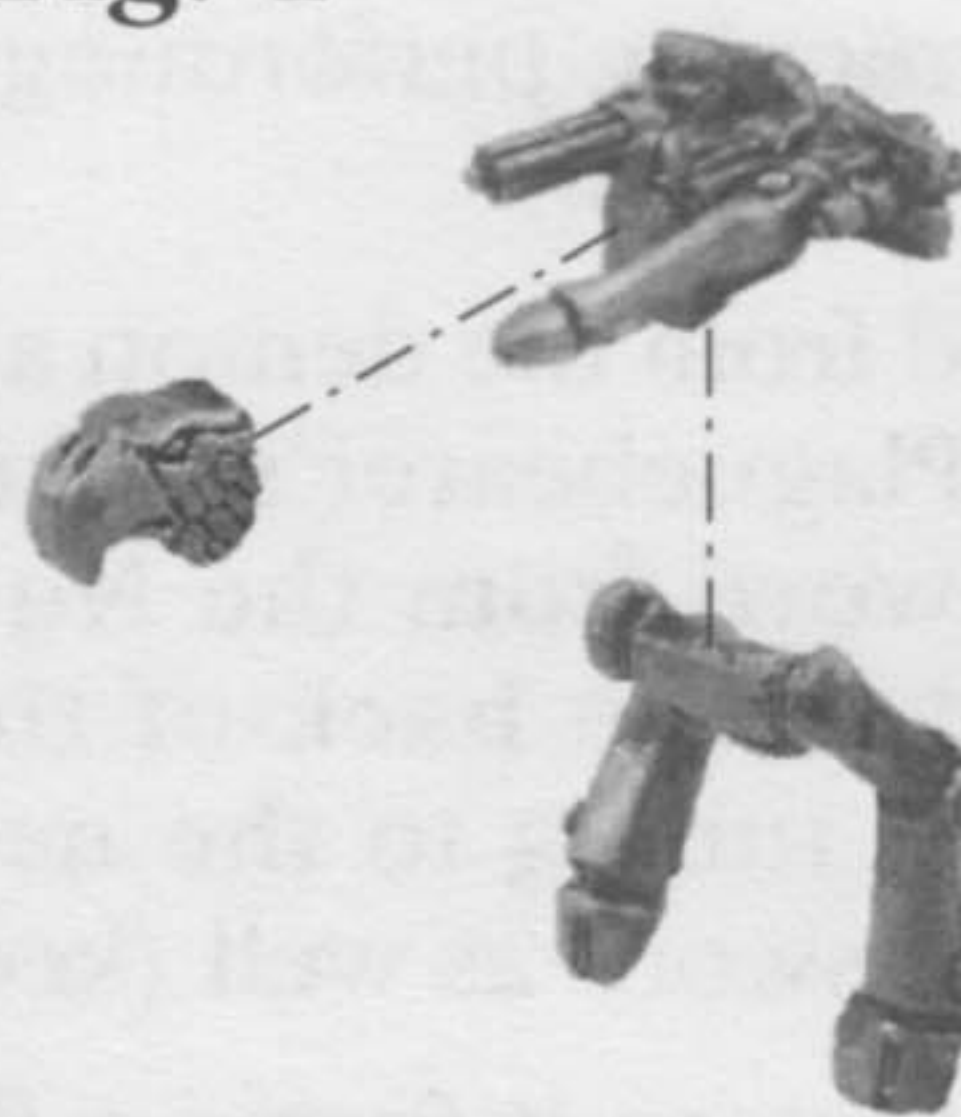


Fig. 2



You will need:

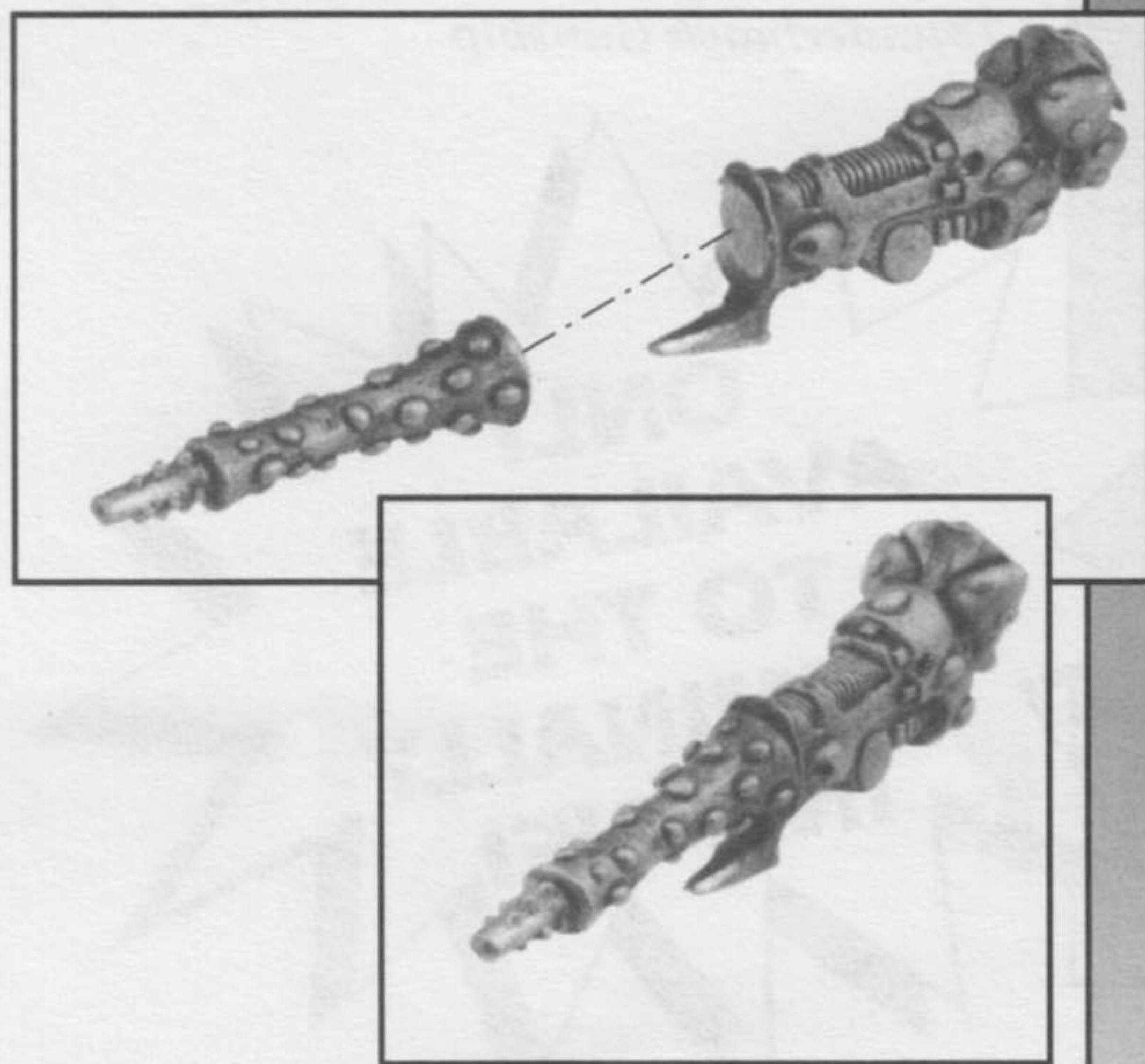
1 War Walker
Body 76438/1
1 War Walker
Legs 76438/2
1 Calgar's
Banner Pole 70084/3

If you wish to have a go at making this conversion, Mail Order can supply all the necessary components in the Benathai conversion kit, priced £2.50.

Ring 01773 713213 for details.

Harlequin Dreadnought

Patrick Short from Kings Worthy sent us this stunning idea for a Harlequin Dreadnought. As we are showcasing reader's thoughts on all things Harlequin we couldn't resist including this conversion in Dok Butcha. Well done Patrick!

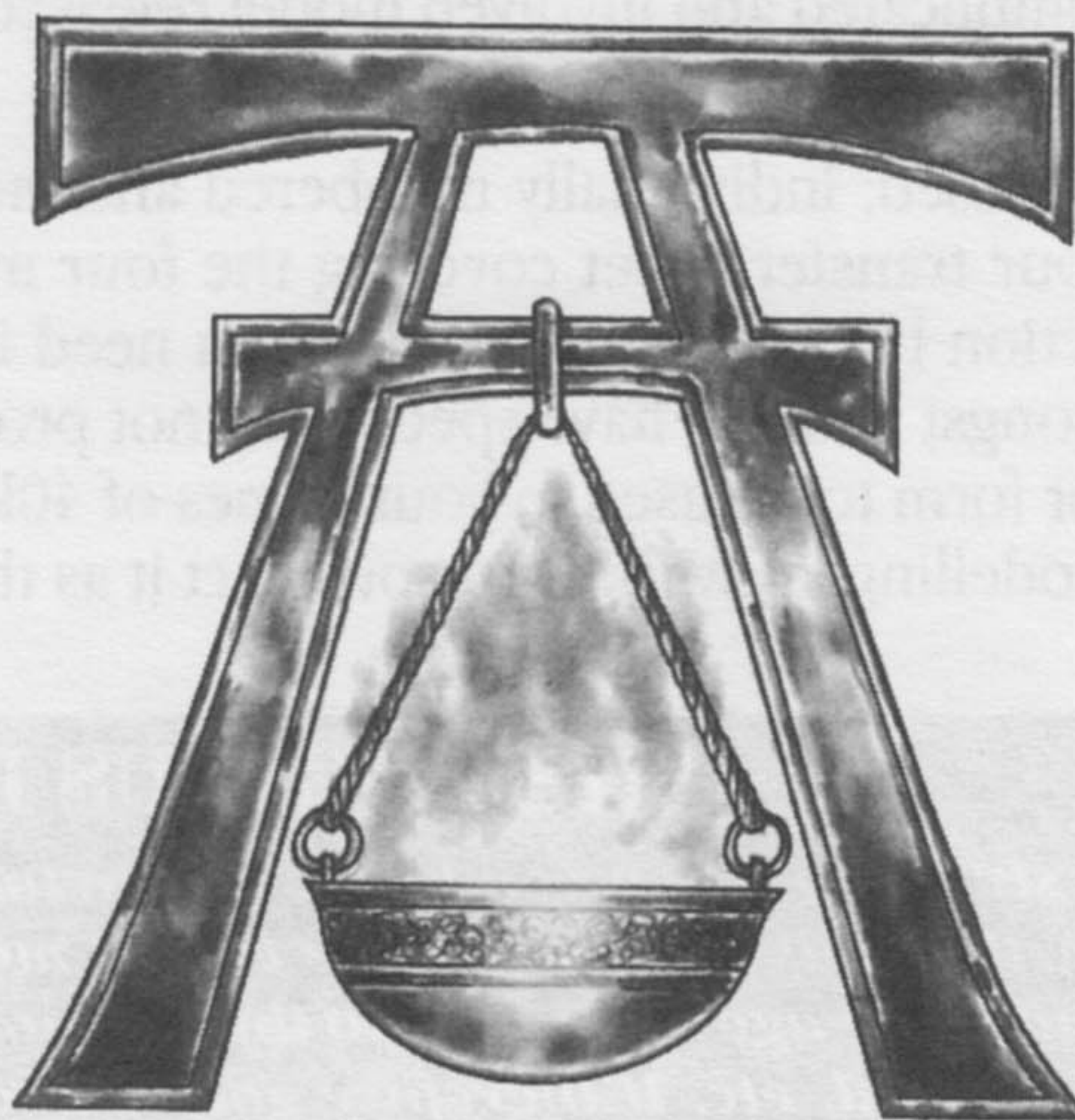
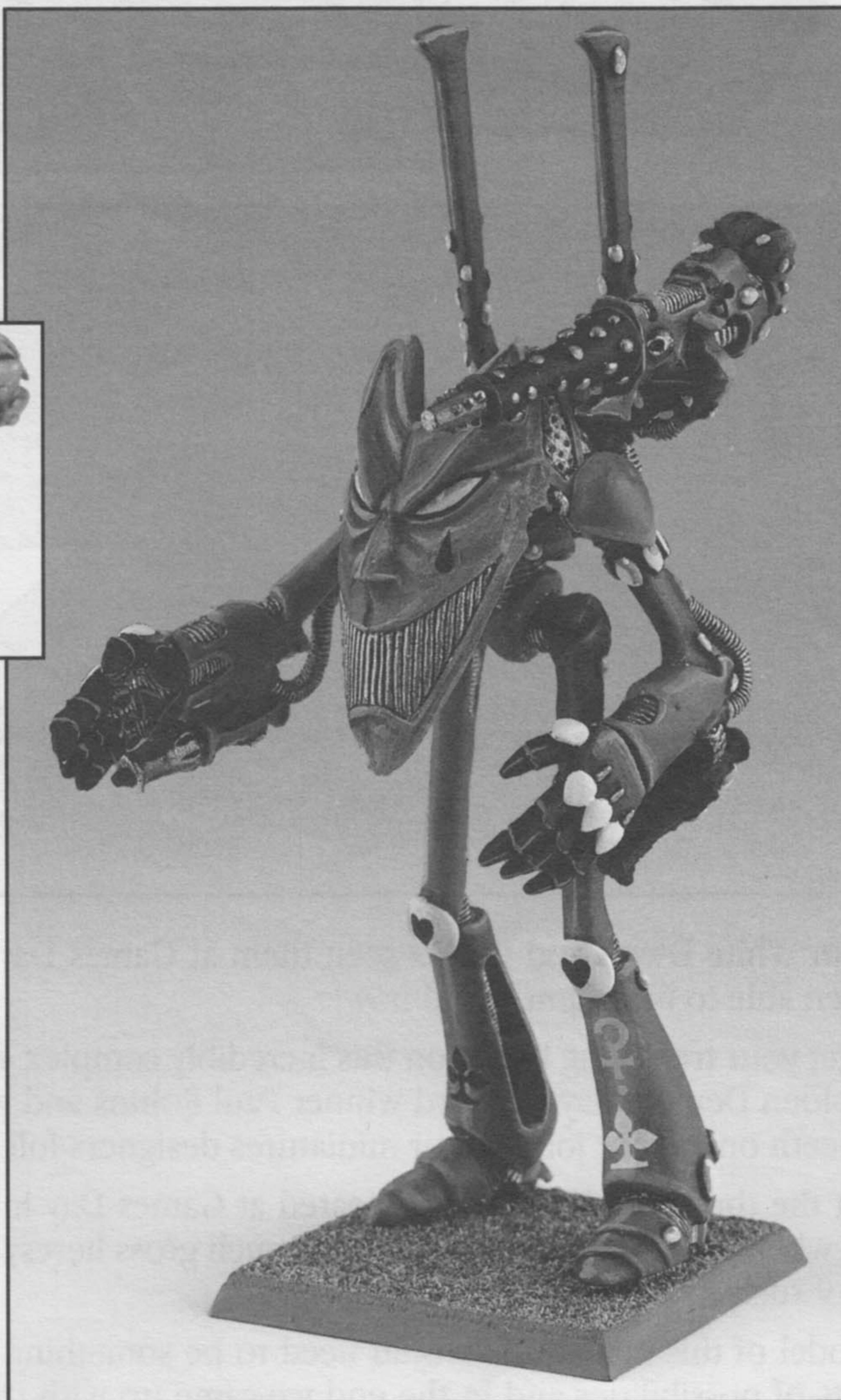


Put the Dreadnought together leaving the head and plasma gun off. The Harlequin Jet bike canopy is used as the Dreadnought's head. The main armament is also simple to construct. Remove the front of the Epic scale Psychic Lance (fig. 1) and the rear of the Plasma gun. Make sure not to remove the tab on the underside of the Plasma Gun. (fig. 1) All you need to do to complete this conversion is to glue the weapon (fig. 1) and canopy in place and paint your Dreadnought with suitable Harlequin colour schemes.

Components required:

Eldar Dreadnought (minus the Head), Harlequin Jet Cycle Canopy (071533/8), Psychic Lance from the Eldar Warlock Titan (00494/15)

This Stunning conversion is available from Mail Order for £15.00
Phone 01773-713213 for details.



If any of you have any ideas on rules for the Harlequin Dreadnought. Specifically it's main weapon, then send them in to us we will feature the best article in the next issue of the Citadel Journal.

DOK BUTCHA'S KLINIK



As you can see from these photos there is an almost endless amount of ways in which you can display the Thunderhawk Gunship

**ONLY
AVAILABLE
TO THE
CRIMINALLY
INSANE!**

You've seen them in White Dwarf and you've seen them at Games Day but you haven't been able to buy them - until now!

Yes, you can now get your trembling hands on this incredibly complex 40k collector's set. This massive project was inspired by Golden Demon Slayer Sword winner Paul Robins and was built by Tim 'Aardvark' Adcock as a project to 'cut his teeth on' before joining our miniatures designers full time.

Ever since we built the three Gunships that appeared at Games Day in 1995 we have had constant enquiries from you lot about whether we would indeed commit such gross heresy and release it for sale. Thus we looked into the feasibility of such a release.

We knew that a model of this magnitude would need to be something just a little bit special. To this end we looked into all sorts of possibilities and in the end we came up with the following package which we're sure you'll agree is the most complicated and involved model released by Games Workshop. You can now order each set for 40,000 pence (that's £400 to you!).

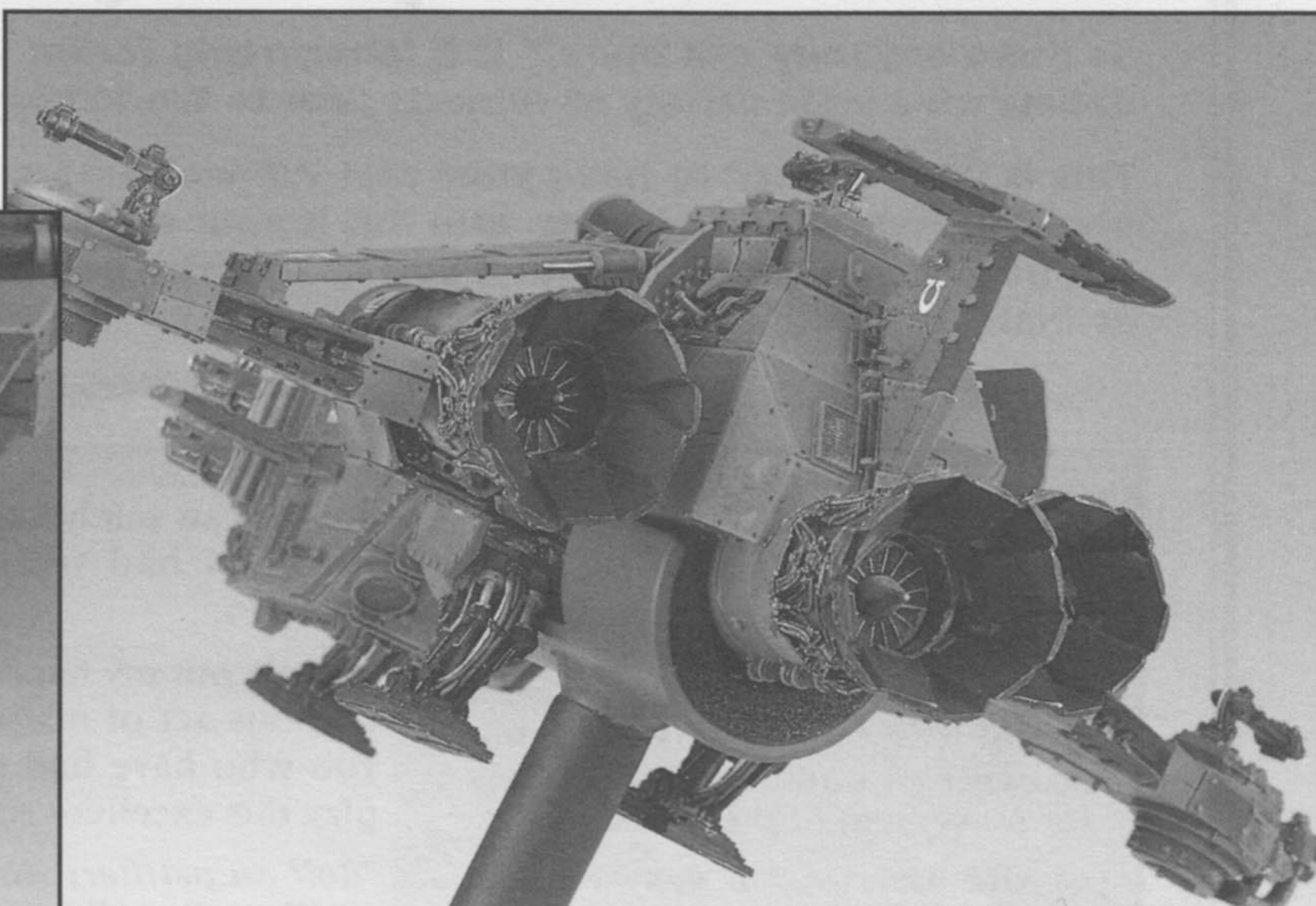
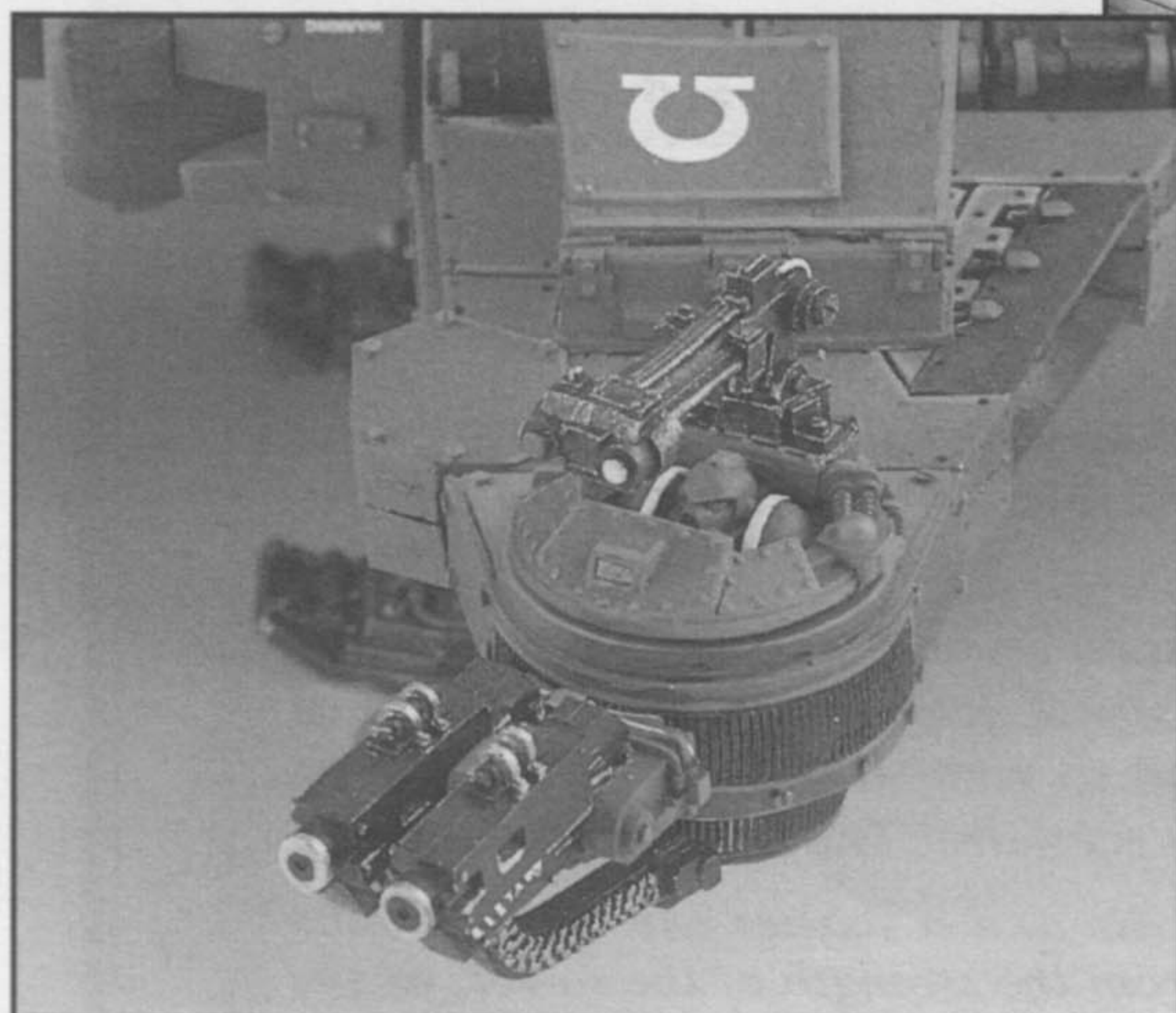
Packed in a felt-lined, embossed, individually numbered and lacquered pine case (no, really!) this monstrous kit comes with a full-colour transfer sheet covering the four main Space Marine chapters and an extensive, detailed 12-page construction booklet (and boy will you need it!). This model is designed specifically for the modelling enthusiasts amongst you. We have specifically not produced rules or datafaxes for this set as it is not meant in any way shape or form to be used in your games of 40k but as a model in its own right. You will need a lot of experience and modelling know-how to construct it as there are areas which will need a lot of pinning.

THE SERIOUS BIT....

While this model looks stunning when complete, it is actually an absolute bitch to put together! We cannot stress too firmly that this is a kit for the expert modeller only and is not suitable for either beginners or anyone under the age of 14. Due to the very nature of this kit you will need to use knives, clippers, files, drills, brass rod, etc. It therefore goes without saying that you should be in no doubt about your competence as a modeller (or anyone who is helping you). We will not accept returns on this boxed set so think very carefully before committing to buying yours.

SHIP RELEASED • • THUNDERHAWK GUNSHIP RELEASED • •

These photos show some of the intricate detail and the variety of poses that can be achieved - all of which will help to make your Thunderhawk Gunship unique!



This special kit is not on general release and is available through Mail Order UK only. These models are made to order and as such there may be a few days delay as we put your order together (there are literally scores of parts to the Gunship alone!)

We are offering two forms of postage for this boxed set: 1st class post and courier. Normal post is charged at £4 in the UK & BFPO, £20 to Europe & Eire, £30 to USA/Canada and £40 to the rest of the world. Courier post is much more secure and is easily traceable. Courier post costs £10 in the UK/BFPO, £40 to Europe, £60 to USA/Canada and £80 to the rest of the world. Please note that there is no COD service available on this boxed set as we will only take orders in pounds sterling.

Please note that you must be absolutely barking mad (or American) to collect this immense collectors kit and that anyone purchasing one will be subject to random sanity tests...



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Is there anybody out there?

'Is there anybody out there?' is a letters/reply forum written by readers opening up debate on a wide variety of subjects dear to Workshopper's hearts.

This is your chance to have your say! We welcome any comments or tips you have about games, miniatures, etc. and this is your opportunity to discuss the issues about our hobby that matter to you. If you don't write in you won't be heard - it's as simple as that!

Dear Editor,

In issue 15 of the Journal you printed a new scenario for Necromunda called 'Tollbridge'. As a member of a campaign I would love to play this game but struggle to understand the rules for movement of the boats.

In the article you say "roll an artillery dice and a scatter dice. Divide the artillery die roll (rounding up) and subtract the strength of the rower" My question is what do you divide the die roll by?

Please keep up the otherwise good work on the magazine. I hope to be taking out a subscription as I find it difficult to get it in the shops!

Well, I can safely say that you are not the only one who has had trouble with this section of the scenario.

I firmly put my hands up and take the blame for this heinous act of malpractice and apologise for all of you who have had to wait until now to be able to play this excellent scenario! The correct version is:

"Roll an artillery die and a scatter die. Subtract the artillery die roll from the strength of the rower, or the combined strength if two are rowing, treating a misfire result as zero"

As for struggling to get hold of the Journal, all Games Workshop stores carry a small quantity of the latest issue and, if your local store doesn't have the issue you require, get in touch with Mail Order (01773-769731) or to guarantee you copy take out a subscription! Right that's enough shameful plugging on to the next letter...



Dear Citadel Journal,

Here is an alternative method of calculating when a Goblin unit fears an Elf unit.

Goblins fear Elves unless they outnumber the Elves by a ratio of 2:1 or more. This means that a regiment of 30 Goblins would be subject to the rules for fear when faced by a unit of 20 High Elf Spearmen but not by a unit of 10 Silverhelms. Even though in reality the sight of 10 armoured knights, lances flashing in the sun would scare the living daylights out of they average Goblin.

When calculating whether Elves cause fear or not simply count the total number of wounds in the Elven unit (including steeds) and apply this to the 2:1 ratio.

Example: 30 Goblins facing 10 Silverhelms (20 wounds). This calculation shows more accurately the strength and prowess of a unit rather than the unit size.

Kevin John Denton
(Northam, Devon)

We recently received this superb letter from our kind of parent:

Dear Sir,

Having watched my 10 and 12 year old sons amassing armies of Orcs and Goblins and Chaos Dwarfs respectively and having perused "White Dwarf" and their army books I have perceived a glaring lack in your product range.

So tremble in fear all you Orcs, Goblins, Elves and Undead - for here we come - the invincible Mum's Army. Led by our fearless mistress Edith Bedmaker. Wearing the powerful apron of Aga - which binds anyone to their homes - and wielding her mystic weapon, the egg whisk of Albumin - which causes dizziness and vertigo in all her enemies, shouting our awe-inspiring warcry "Go and tidy your room!". We inspire fear wherever we go!

A unit of housemaids follows in Edith's wake. Scattering Shake 'n' Vac which renders Snotlings helpless with sneezing. Meanwhile what Stone Troll can defend himself against a shock troop of Nannies, brandishing Cod Liver Oil (that will leave them vomiting!) and shouting "put that down this instant!" and then a cohort of Dinner Ladies causing havoc in the enemy ranks with their soggy cabbage and spotted dick (*Fnarr! Fnarr! - Ed*)

On another part of the battlefield the Orcs have been rendered gibbering idiots (so what's new?) by a surprise attack of Nurses, using their infamous "get back to bed immediately!" move. There's no hiding place for

Chaos Dwarfs faced by Edith's faithful side kick, Doris Shelfduster, driving her fearsome chariot, Hoover (complete with full tool set and reusable bags), drawn by two captive Dads. Beware Orc Boars as Doris uses the formidable doormat of Emoclean - that'll slow their charge!

Of course, we too have our problems. A battalion of Shopaholics can cause havoc in the middle of the battlefield, going round in circles with their reluctant trolleys and their Fanatics are prone to stop in mid-battle to polish the silver.

We don't have armour as such, but are usually protected by our ability to look at anyone and make them feel guilty even if they haven't done anything and who needs magic? - we have eyes in the back of our heads.

All Mums rally to our banner, the mighty duster of Pudge, held aloft by Edith - we shall be triumphant - and if we're not you're all grounded for a week!

Yours faithfully,

Mrs K. Ackom-Mensah
(Sheffield)



Editors Note: Thin and tenuous as it may be to use this piece of artwork to help represent the Mum's Army, I just can't resist the thigh-length black leather boots - nnnngh! uuurgh.....

Nurse! more medication for Mr. Sawyer!

Gaming Contacts

This section aims to help put players or clubs of Games Workshop games in touch with others of a similar inclination. If you are a member of such a gaming group and would like to advertise your group, find new friends with which to play our games or even advertise tournaments you will need to let us know the following details by: The name and venue of the club, usual meeting times, a contact name and address (and telephone number if you wish), and which games you usually play.

EAST MIDLANDS

The Original Workshop Wargames Society

Games: All Games Workshop games (plus others)
Venue: 70, Lowtown St. Worksop, Notts S80 2JR
Tel: 01909 - 486187

Hinckley Adventure Games Society

Games: All Games Workshop games.
Venue: St Johns Hall, Hinckley
Times: 7pm to 10.30pm Sundays
Contact: Tom Brinkman (01455-840823)

Martin High School Club

Games: All Games Workshop games.
Venue: Martin High School, Anstey
Times: 3.15pm to 4.30pm Tuesdays
Contact: Chris Farnell (235-1090)
Notes: Please ring the above contact number before attending.

Broughton Astley Warhammer & Necromunda League

Games: Warhammer Fantasy Battle and Necromunda
Contact: Gary (0589-092044 or 01455-282587)
Notes: Ring for further details



HOME COUNTIES

Alder Valley Games Society

Games: All Games Workshop games
Venue: Union Building, Hospital Hill, Aldershot
Times: 7.30pm to 11.30pm Wednesdays & Fridays.
 2pm to 10pm Sundays
Contacts: John Crane (0252-330837)
Notes: Holding a Convention on February 16th 1997

Benson Wargames Club

Games: All Games Workshop games
Venue: RAF Benson
Times: 7pm to 11pm Thursdays & 1pm to 4pm Sundays
Contacts: Paul Buttolph (01491-834478)
Notes: Current age range is 10 to 30 years old

Bracknell and District Wargamers

Games: All Games Workshop games. Historical Wargames
Venue: Coopers Hill Youth & Community Centre, Crowthorne Road, North Bracknell
Times: 10am to 5pm on various Sundays throughout the year (ring for details)
Contact: Andrew Mass (01344-59978)

Reigate Wargamers

Games: Warhammer Fantasy battle, WH40K & Necromunda.
Venue: To be arranged
Contact: Mike Hutchinson (01737-221535)
Notes: 60p per session subscription fee. Food and Drink available.

NORTH WEST

Phoenix Modelling & Wargaming Club

Games: Warhammer Fantasy Battle, Warhammer 40K, Epic, Space Hulk, Blood Bowl, plus period wargames and board games.
Venue: 58, Frank Street, Widnes, Cheshire WA8 0AH
Contact: Ron Foster

Omega

Games: All Games Workshop games and RPGs
Venue: Openshaw Community Centre, Ashton Old Road, Manchester
Times: 10am to 5pm (2nd, 4th and 5th Sundays in the month)
Contact: Paul Mather
Tel: 0161-344-1066
Notes: £?? annual membership fee and £?? per session subscription fee.

Goblin Horde

Games: Warhammer Fantasy Battle and RPGs
Venue: The Crown Inn, Wellington Road South, Stockport
Times: 7pm to 11pm Wednesdays
Contact: Rachel (0161-456-1444)
Notes: 15+ age limit.

SCOTLAND

Central Wargames

Games: All Games Workshop games.
Venue: Carronshore Community Centre, Carronshore, Falkirk,
Times: 5pm to 11pm Saturday nights
Contact: David Gillan, 23, Westerton Terr. Carronshore, Falkirk (01324- 554350)

East Kilbride Wargames Club

Games: All Games Workshop games.
Venue: Clairmont High School, House Block 2, St. Leonards, East Kilbride
Times: 7pm to 9.30pm Tuesday & 11am to 6.30pm Sundays
Contact: John (01355-260601)
Notes: £3 annual membership fee and £1 per session subscription fee.

Aberdeen Role-Playing Club

Games: All Games Workshop games.
Venue: A.W.C., Crown Lane, Aberdeen
Times: 7pm to 11pm Wednesday, Thursday & Friday
Contact: Paul Hunter (01224-680191)

North East White Dwarf Society

Games: All Games Workshop games.
Venue: Broadsea Hall, Fraserburgh
Times: 6.30pm to 10pm Thursdays
Contact: Charles Drakeley (01346-571101)
Notes: 50 members (40 regularly attend)

Da Klub

Games: All Games Workshop games.
Venue: The Spectrum Centre (at Bus Station), Inverness
Times: 7pm to 9.30pm Wednesdays
Contact: John Findlay (01463-235458)

WALES

Bishopston Games Club

Games: All Games Workshop games.
Venue: Bishopston Scout Hall, Pyle Road, Bishopston
Times: 6.30pm to 8pm alternate Thursdays from October 3rd (ring for details)
Contact: Ken Davies (01792-234807)
Notes: 60p per session subscription fee. Food and Drink available.



WEST MIDLANDS

Northfield Roleplay Society

Games: Warhammer Fantasy Battle, WH40K, Epic, Necromunda and various RPGs.
Venue: Northfield Pastoral Centre, Birmingham
Times: 7pm to 10pm Tuesdays
Contact: Pete (0121-624-8433)

North Birmingham Troll Slayer's Club

Games: Warhammer Fantasy Battle
Venue: Boldmere Middle School, Cofield Road, Boldmere, Sutton Coldfield
Times: 7.30pm to late Wednesdays
Contacts: Steve (0121-605-2287)
 Mark (0121-624-2348)
Notes: Members must be 16+. £7.50 annual membership fee and £2.50 per session subscription fee. Regularly runs league/competition games.

YORKSHIRE

Bradford Gaming Club

Games: All Games Workshop games, RPG & collectable card games.
Venue: Gingerbread Drop-in Centre, First floor, Darley St, Bradford Town Centre
Times: 11am to 6.30pm Sundays
Contact: Paul Sutcliffe

H.A.R.D. (Harrogate & Ripon district) Wargamers

Games: All Games Workshop games.
Venue: Deane Park Community Centre, off Woodfield Road, Bilton
Times: 6.30pm Thursdays
Contact: Malcolm Thomson (01423-541135)
Notes: Members must be 16+. £1 annual membership fee and £1.50 per session subscription fee.

Ye Olde Gamez Club

Games: All Games Workshop games.
Venue: Rossett High School, Community Room, Harrogate
Times: 4.30pm to 9pm Fridays
Contact: Ben Harvey (01423-884069)
Notes: Members to be 16+. £1 annual membership fee and £1.50 per session subscription fee.

NOTE: we are only providing this page as a noticeboard for players and can make no promises that these clubs exist, or continue to exist, at the addresses given. There is no connection between these clubs and Games Workshop Ltd.



THE STORM, THE HUNTER AND THE SEER

Epic Eldar Special Characters

by Lee Garner

You can guarantee that, without fail, we receive a letter each week from Lee who is quite literally barking when it comes to Epic! His latest offering is an attempt to redress the balance that has given the Imperium Commissar Yarrick and the Orks Ghazghkull Thraka but has not given the Eldar, Squats or Space Marines (apart from the Space Wolves) worthy leaders. He feels that these Eldar leaders are interesting to use but not too powerful so as to overbalance the games they take the battlefield in. Over to Lee...

The seeds of an idea...

One of the great things in Warhammer 40,000 are, for me, the Special Characters available to each army. Over the past few years we have seen the official rules published for the likes of the Imperial Guard's own Commissar Yarrick, the infamous Ork Warlord Ghazghkull Thraka and even a variety of Space Wolf characters, the Journal has also published a few 'unofficial' characters of their own. Now, I play a lot of Epic and with the release of more and more Codices there is now much more scope to add to the flavour of the Epic armies by converting the Special Characters to Epic. This offering brings you two Eldar Phoenix Lords and the great Eldrad Ulthran...

The Farseer of Ulthwe

Eldrad Ulthran is very possibly the oldest and most powerful Warlock alive today. Spending longer and longer in the Dome of Crystal Seers, Eldrad Ulthran has played out vital parts in many a historical battle.

In battle Eldrad Ulthran is transported in his own Falcon grav-tank.

Eldrad has the same powers as the normal Eldar Warlocks and, in addition, has the following special powers:

Any Eldar within 15cm receives a psychic save of 4+. This does not apply to the non-living such as the Avatar, Wraithguard, Dreadnoughts, etc. Eldrad himself has a psychic save of 2+.



Any Eldar units within 3d6cm may place orders after all other orders have been revealed.

Eldrad may summon the power of the Warp to aid him in close combat. If he decides not to use this power,

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldrad Ulthran	10cm	Fixed 4+	+4	Shuriken Pistol	25cm	2	4+	-	Psychic powers
Falcon grav-tank	25cm	3+	+1	Lascannon	75cm	1	4+	-2	Carries 2 stands. Skimmer

his CAF is as per the stats shown in his profile. However, if he does utilise this power it may either turn him into an unstoppable engine of destruction or destroy him. To use this power the Eldar player must roll an Artillery dice and 2d6. The artillery dice score is now Eldrad's base CAF so it may be between 2 and 10. If a Misfire result occurs on the artillery dice the psychic power generated was too great for Eldrad to control and he is sucked into the Warp for an assignation with Slaanesh. Replace Eldrad with the Vortex template. Anything more than half covered by the template will also be consumed by the Warp on a roll of 4+. Daemons are automatically destroyed and returned to the Warp. Units with Psychic saves may attempt to make a save as normal. Titans with shields may attempt their usual save but if they fail they must roll for damage on the Head damage chart.

The Phoenix Lords

All Phoenix Lords are classed as Command units and as such never need to be given orders, cannot be broken and automatically pass any morale check they are asked to make.

All Phoenix Lords receive a 4+ psychic save.

In order for any player to include a Phoenix Lord they must include at least one unit of that Phoenix Lords aspect, for instance if you wished to include Jain Zar in your army you must include at least one unit of Howling Banshees.

Karandras, the Shadow Hunter

Karandras is shrouded in mystery. The site of his original shrine is unknown but it is rumoured to have been on one of the smallest Craftworlds to have survived the Fall but was subsequently destroyed. the Shadow Hunter is not the oldest of the Striking Scorpion Exarchs as that honour falls to Arhra, Father of Scorpions, by far the most sinister of Phoenix Lords.

Karandras' battle prowess makes the usually fearsome Striking Scorpion aspect warriors pale into relative insignificance. Karandras has the following special powers:

He uses 3d6 in Close Combat instead of the usual 2d6.

Any Eldar troops within 10cm of Karandras may re-roll any 1's rolled on their Close Combat dice.



Jain Zar, the Storm of Silence

Selected by Asurmen himself for her speed and ferocity, Jain Zar became the first of the children of Asur. Jain Zar is by far the most devoted of the Phoenix Lords to the shrines of the warrior aspects. She travels the Webway, visiting shrines and nurturing her spiritual descendants.

Carrying a deadly power blade known as the Blade of Destruction. She also utilises the Jainas Mor, the Silent Death, a triple bladed throwing weapon that always returns to her hand. She also wears a massively enhanced Banshee mask.

In battle Jain Zar has the following special rules:

In Close Combat she will beat any enemy on a roll of 6+. This does not count against any model with a construction template.

Jain Zar may also use the Silent Death in the shooting phase. It hits on a 4+ and ignores terrain modifiers. If it hits (not kills) the target it may move on to another target. It will keep going in this manner until it either fails to hit or moves its maximum of 15cm.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Karandras	10cm	Fixed 5+	+8	Scorpion Bite	-	None	-	-	See rules
Jain Zar	10cm	Fixed 5+	+18	Silent Death	15cm	Special	4+	-	See rules

WARGEAR CARD



CHALICE OF LIVES

40 points

The Chalice can be used to both sustain Pestilaan, or cause his enemies to sicken and die. During his shooting phase, Pestilaan can direct the energies from the Chalice at his foes, spraying warp-foam out of the chalice. This counts as a normal shooting attack for him. It can be used in three different ways, depending on how far he wishes to spray the foam. See the main rules in Journal 17 for details of how these attacks are executed.

If Pestilaan is wounded, place wound counters next to him as normal, but continue placing them even if he reaches his maximum number (as determined before playing). If he reaches his maximum number, place him on his side; he can still be targeted by weapons, and hit in Close Combat as if he was taking Free Hacks. At the end of that turn, he can attempt to heal his wounds by drinking from the Chalice. Roll a D6, and deduct this number of wound counters. If this brings Pestilaan to less than his maximum, stand him up and he can continue fighting. If he still has more than his maximum, even Nurgle's warp-foam cannot heal his grievous injuries and he is slain. Note that is he affected by a weapon that kills outright (such as Vortex Grenade), the Chalice cannot be used to save him.

PESTILAAAN ONLY

WARGEAR CARD



NEURO-DISRUPTOR

18 points

A Neuro- disruptor is a strange weapon used by the Eldar Harlequins. Any creature struck by the rays that it emits becomes instantly affected by *stupidity*. At the start of each following turn make a normal leadership test. If this fails than the effects continue, otherwise the effect of the shot is entirely shaken off and the creature does not need to test any further.

RANGE		TO HIT		SAVE		SPECIAL
SHORT	LONG	SHORT	LONG	STR.	DAM.	
0-12	12-24	+1	-	Special	-1	see rules

HARLEQUINS ONLY

SOVHO



REWARD

SOVHO



REWARD

REWARD

45 Points

BLESSING OF NURGLE

The Champion benefits greatly from his patron god's benevolent protection. He has a fixed save of 4+ against all psychic powers and warp-based attacks, such as Vortex Grenades, Wraithcannon, Shokk Attack Guns, and the like. Note that this save does not nullify the power or attack, but only protects him. Move him to edge of any templates if he saves against them. The Champion may also add +1 to his die roll if subject to Demonic Attacks, representing his patron's protective gaze.

CHAMPIONS OF NURGLE ONLY

REWARD

15 Points

PLAGUESWORD

The Plaguesword drips with venomous slime. A wound from a Plaguesword will kill mortal creatures outright on a D6 roll of 4 or more, regardless of how many wounds they have. On a roll of 1-3 the Plaguesword only causes 1 wound. Note that this only applies to mortal foes, not to other daemons, vehicles, Avatars or Wraithguard.

CHAMPIONS OF NURGLE ONLY

SPECIAL CARD

Eldrad Ulthran, Farseer of Ulthwe

This Special Card is represented by a Warlock stand and Falcon Grav Tank.



POINTS VALUE 250



SPECIAL CARD

Jain Zar, The Storm of Silence

This Special Card is represented by a stand containing 1 Exarch model (Jain Zar) and 4 Howling Banshee models.



POINTS VALUE 250



ELDRAD ULTHRAN, FARSEER OF ULTHWE

Eldrad has the same powers as a normal Warlock plus the following special powers:

Any Eldar within 15cm receives a psychic save of 4+. This does not apply to the non-living such as the Avatar, Wraithguard, Dreadnoughts, etc. Eldrad himself has a psychic save of 2+.

Any Eldar units within 3d6cm may place orders after all other orders have been revealed.

Eldrad may summon the power of the Warp to aid him in close combat. If he decides not to use this power his CAF is as per the stats shown in his profile. However, if he does utilise this power it may either turn him into an unstoppable engine of destruction or destroy him. To use this power the Eldar player must roll an Artillery dice and 2d6. The artillery dice score is now Eldrad's base CAF so it may be between 2 and 10. If a Misfire result occurs on the artillery dice the psychic power generated was too great for Eldrad to control and he is sucked into the Warp for an assignment with Slaanesh. Replace Eldrad with the Vortex template. Anything more than half covered by the template will also be consumed by the Warp on a roll of 4+. Demons are automatically destroyed and returned to the Warp. Units with Psychic saves may attempt to make a save as normal. Titans with shields may attempt their usual save but if they fail they must roll for damage on the Head damage chart.

VICTORY POINTS 3

Your opponent gains 3 VPs when Eldrad is destroyed

JAIN ZAR, THE STORM OF SILENCE

In battle Jain Zar has the following special rules:

In Close Combat she will beat any enemy on a roll of 6+. This does not count against any model with a construction template.

Jain Zar may also use the Silent Death in the shooting phase. It hits on a 4+ and ignores terrain modifiers. If it hits (not kills) the target it may move on to another target. It will keep going in this manner until it either fails to hit or moves its maximum of 15cm.

VICTORY POINTS 3

Your opponent gains 3 VPs when Jain Zar is destroyed

MAAT CENTAUR LORD



MOVEMENT

7

STRENGTH

5

AGILITY

3

ARMOUR

9

SKILLS

Block
Stand Firm
Break Tackle
Sprint
Sure Feet

TEAMS

FOREST FOLK

SPECIAL

NONE

180,000 GOLD PIECES

STAR PLAYER



PSYCHIC POWERS



HARLEQUIN

Force: 1

Range: 12"

**The Gift of Lileath:
The Impetuousness of Youth**

The caster may move any model, initially within 12" of the caster, up to two 2D6" in any Direction, even if the model finishes the move outside a 12" radius of the caster.

The move is considered separate from the model's standard move.

It may be considered a charge for the subsequent hand-to-hand combat phase.

PSYCHIC POWERS



HARLEQUIN

Force: 1

Range: 12"

**The Gift of Khaine:
The Strengthening**

Upon the casting of this ability the caster may increase the toughness of a given model by D6.

The toughness may be increased to a maximum of ten.

PSYCHIC POWERS



HARLEQUIN

Force: 1

Range: 24"

**The Vengeance
of Khaine:
The Striking**

The caster may move any model, initially within 12" of the caster, up to 2D6" in any Direction, even if the model finishes the move outside a 12" radius of the caster.

The move is considered separate from the model's standard move.

It may be considered a charge for the subsequent hand-to-hand combat phase.

Force: 1

Range: 24"

**The Vengeance
of Vaul:
The Anvil**

The Warlock may increase the strength of any by D6, up to a maximum of 10, for as long as the card is in play.

PSYCHIC POWERS



HARLEQUIN



Please feel free to cut up this splendid issue of the Journal for your own personal gratitude - no, no, don't you worry - I know photocopying these hallowed pages is good enough for most people, but you are obviously a special case...

PSYCHIC POWERS



HARLEQUIN

PSYCHIC POWERS



HARLEQUIN

PSYCHIC POWERS



HARLEQUIN

Force: 2

Range: 12"

The Gift of the Laughing God: The Strengthening

The recipient of this gift may increase his wounds by D6 for as long as the cards are in play.

Note that any wounds taken must be removed from the gift total first. The model will only lose actual wounds once the total number of additional wounds has been exceeded.

When the gift is removed/dispelled all wounds that it has lost are ignored except for any actual wounds suffered i.e. model wounds after the D6 total.

Force: 2

Range: 12"

The Vengeance of the Laughing God: The Healing Death

The model that has this cast upon him will fall to the ground in stupor and loses D2 wounds per turn until it is dead or the power is dispelled.

All wounds are real and none are returned upon the dispelling of the power.

Force: 1

Range: 12"

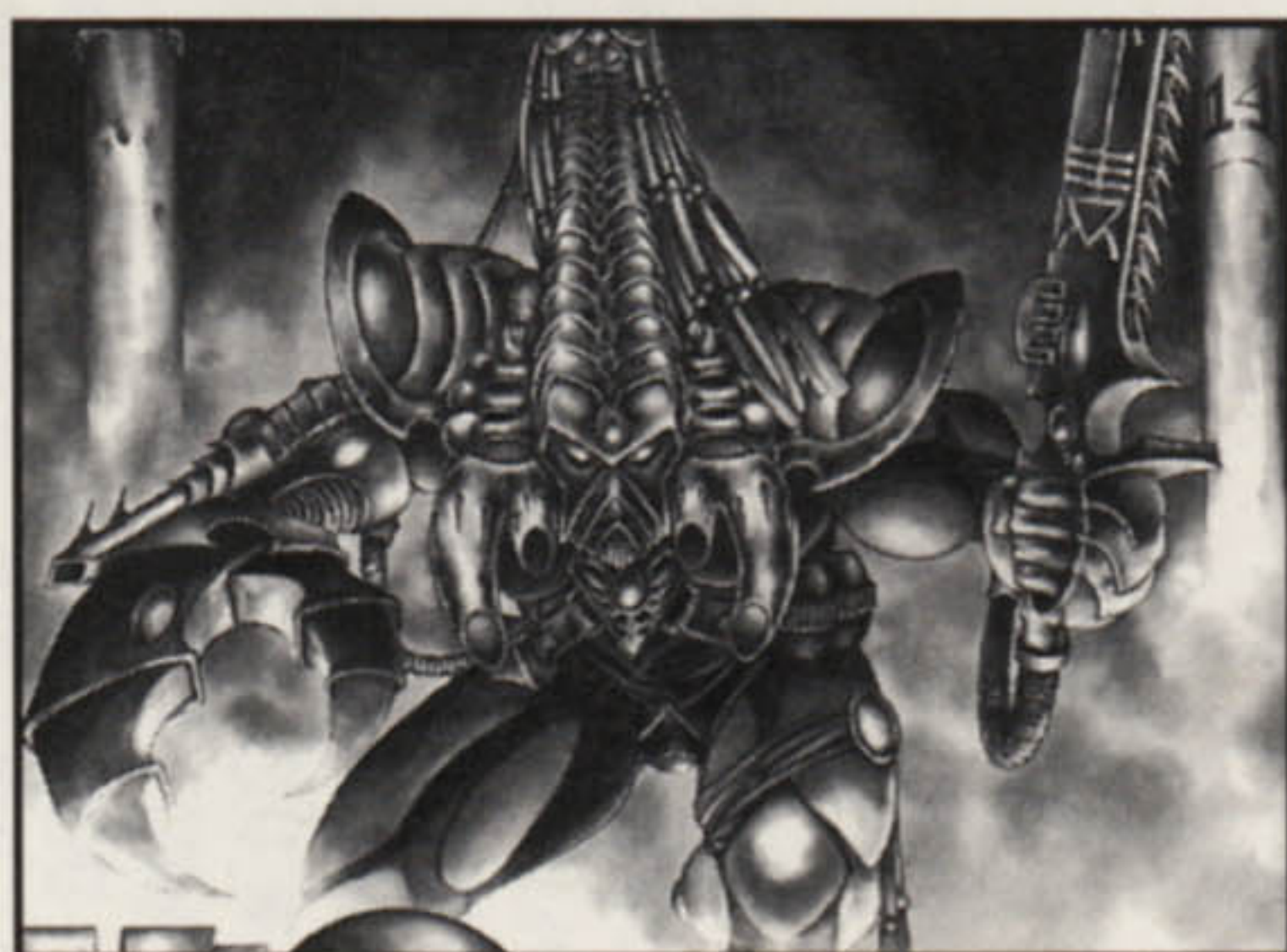
The Gift of Vault: The Sword

The Warlock may now double the firing of any Pistol or Basic Weapon while the power is in play. This does not include Warp Spider's spinners or Harlequin's Kisses.

SPECIAL CARD

Karandras, The Shadow Hunter

This Special Card is represented by an Exarch model (Karandras) and 4 Striking Scorpions on a stand.



POINTS VALUE 250



KARANDRAS, THE SHADOW HUNTER

Karandras' battle prowess makes the usually fearsome Striking Scorpion aspect warriors pale into relative insignificance. Karandras has the following special powers:

He uses 3d6 in Close Combat instead of the usual 2d6.

Any Eldar troops within 10cm of Karandras may re-roll any 1's rolled on their Close Combat dice.

VICTORY POINTS 3

Your opponent gains 3 VPs when Karandras is destroyed